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EXT GENERATION VIDEO GAME MAGAZINE

LUME 6 ISSUE 5
MAY 1998

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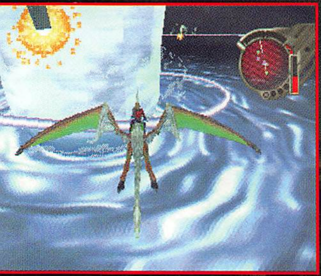


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UST A MOVE
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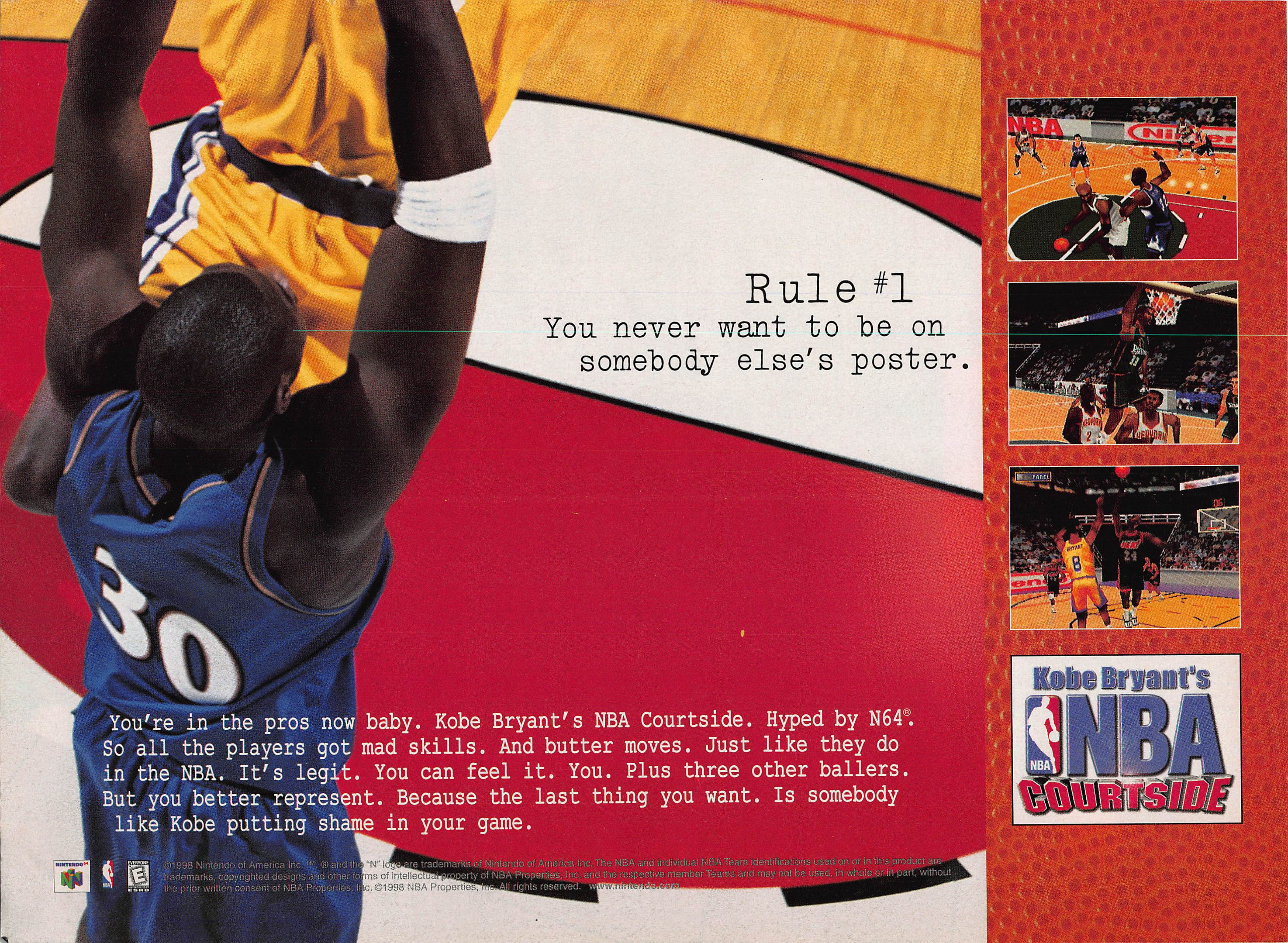
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Ed Zone



> "What you're holding in your hands right now is the beginning of a new era for GameFan."

What you're holding in your hands right now is the beginning of a new era for *GameFan*. We took your comments and criticisms to heart (suggestions@gamefan.com) as well as a legion of mail that the Postmeister is still shoveling through and incorporated what you wanted more of in the magazine. To that end we have the return of The Adventures of Monitaur (Terry is drawing like mad and wants to see LOTS of reader art for an all-new Wolfinger's Wall), more import coverage, and expanded Anime Fan. Literally TONS of codes and tips in our all-new Code Vault, more sports coverage, a massive Quarter Crunchers featuring Capcom's latest fighting frenzy: Marvel vs Capcom. And last, but certainly not least, we have the return of the Graveyard (here now and forever, amen), starting off with a couple of 32-bit classics that never got the respect they deserved.

So where do we go from here? Assuming you liked the changes (since you wanted this stuff, we'll make the assumption you do), what do you want to see next? What else is missing? We had quite a few requests for a PC section which we're implementing as I speak, err, type. And what's going to be the first game we feature? Well, the single most amazing corridor game of all-time: Unreal. We figured that's a big enough bang for anyone. As well, expect something on StarCraft also (Eggo is itchin' to get his hands on that one). Beyond that, the sky's the limit. Just keep sending that mail and email and we'll do our best.

As well, we have a new section named Riot (which we started last month) which will be covering all the latest news on comic books and action figures. Be sure and let us know what you think about that one.

Anyhow, that about wraps up this edition of the Ed Zone. Seeing as how we're now opening this page up to any and all GF employees (minus Posty, he has his own forum in the back) you'll see a variety of faces from around the GF universe making an appearance. Next month we're looking at one of the biggest stories of the year just in time for E3... quick Jeopardy question as a hint: "A Japanese sword, wielded by samurai and ninja down through the ages"... <beep> "What is a..."

ECM

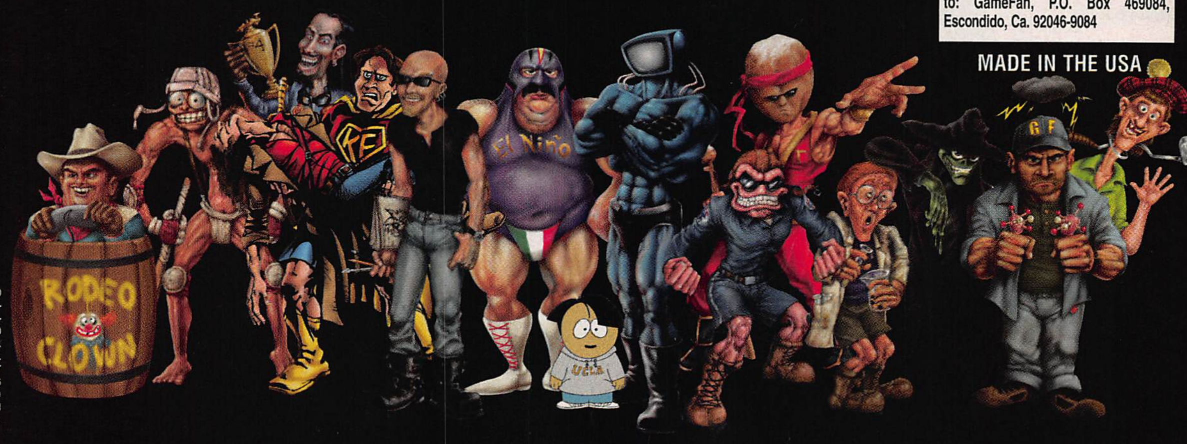
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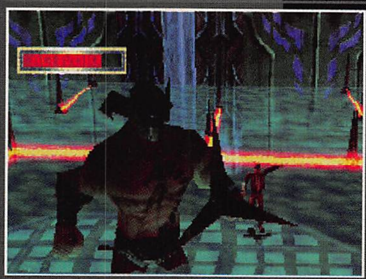




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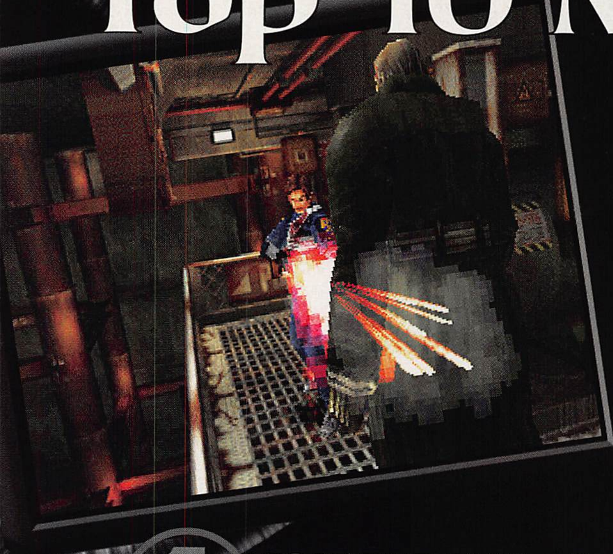


MARVEL VS. CAPCOM 76



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SPAWN
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Top 10 Most Wanted



FOR THE WEEK ENDING 2/28/98

READERS' TOP TEN

1) Resident Evil 2 - PS
2) Final Fantasy 7 - PS
3) Goldeneye - N64
4) Tomb Raider 2 - PS
5) Diddy Kong Racing - N64
6) Castlevania: SOTN - PS
7) Mario Kart 64 - N64
8) Final Fantasy Tactics - PS
9) Street Fighter Vs. X-men - SS
10) Mario 64 - N64

1 **RESIDENT EVIL -2 -PS**
READERS' TOP TEN

READERS' MOST WANTED

1) Zelda: TOOT - N64
2) Metal Gear Solid - PS
3) Shining Force III - SS
4) F-Zero X - N64
5) Tekken 3 - PS



6) Grandia - SS
7) Parasite Eve - PS
8) Breath of Fire III - PS
9) Xenogears - PS
10) Panzer Dragoon Saga - SS

GAMEFAN EDITORS' TOP TEN



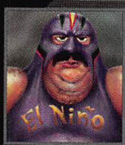
1. Xenogears - PS (Import)
2. Bust A Move - PS (Import)
3. Gran Turismo - PS (Import)
4. Front Mission Alternative - PS (Import)
5. Resident Evil 2 - PS
6. Quake - (Internet)
7. Monster Rancher - PS
8. Panzer Azel - SS (Import)
9. Popolocrois - PS (Import)
10. Treasures of the Deep - PS



1. Bloody Roar - PS
2. Grandia - SS (Import)
3. Bust A Move - PS (Import)
4. Final Fantasy Tactics - PS
5. Virtual On Netlink - SS
6. NBA Live '98 - PS
7. ONE - PS
8. Snow Brothers - Arcade
9. Saturn Bomberman - SS
10. Elevator Action 2 - Arcade



1. King of Fighters '97- NeoGeo
2. Bust a Move-PS (Import)
3. Resident Evil 2-PS
4. Final Fantasy Tactics-PS
5. Shock Troopers-NeoGeo
6. Evil Tree 14-Mac
7. Twinkle Star Sprites-Sat (Import)
8. X-men vs. SF-Sat (Import)
9. Guardian Legend-NES
10. Metroid 3-SNES



1. Monster Rancher - PS
2. NBA Live '98 - PS
3. Civilization II - Mac
4. Bloody Roar - PS
5. Goldeneye - N64
6. Poy Poy - PS
7. Hot Shots Golf - PS
8. NHL '98 - PS
9. Fallout - Mac
10. Gain Ground - Genesis



1. Panzer Saga-SS
2. Battle Garegga-SS(Import)
3. Quake 2 - PC
4. Astal - SS
5. Project Overkill - PS
6. Monster Rancher - PS
7. Metal Slug - SS (Import)
8. Medievil - PS
9. Bloody Roar -PS
10. Shining Force 3 - SS



1. Warcraft 2 - PC
2. Bust A Move - PS (Import)
3. Monster Rancher - PS
4. Virtual On - Arcade
5. Parasite Eve - PS
6. Final Fantasy Tactics - PS
7. *Micromachines V3* - PS
8. SFII Turbo Hyper - Arcade
9. Bomberman64 - N64
10. Archon - C64

WIN

THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAMEFAN TOP TEN, 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

First Prize: Pocket GameBoy

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of GameFan! The best magazine in the universe!

Congratulations to last month's winners:

First Prize:	Second Prize:	Third Prize:
Adrian Archer	John Truong	Mohammad Qadamani
London, U.K.	L. I.City, NY	Azusa, CA

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write: GameFan Top Ten with self addressed & stamped envelope.

DEVELOPER'S TOP TEN

This Month's Guest:
Dennis Lee, Lead Tester and Gamer Extraordinaire!
Sega of America

1. *Grandia*— SS (Import)
2. *Lunar: Silver Star Story*— SS (Import)
3. *Magical Drop 3*— Arcade
4. *X-Men vs. Street Fighter*— SS (Import)
5. *Resident Evil 2*— PS
6. *Virtual On*— Arcade
7. *Dragon's Lair*— Arcade
8. *Gauntlet IV*— Genesis
9. *Chrono Trigger*— SNES
10. *Y's I & II*— TG-16 CD





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VIEWPOINT

Legend
- **G**raphics
- **C**ontrol
- **P**lay mechanics
- **M**usic
- **O**riginality



ECM | EL NINO | REUBUS | SHIDOSHI | EGGO | DANGOHEAD | WAKA





Bloody Roar
PlayStation
SCEA
Fighting



The single most impressive 3D fighter to hit the current crop of high-powered systems, *Bloody Roar* outdoes all of 'em. That includes *Tekken* (including 3), *Soul Blade*, *Fighter's MM* on SS, and even the mighty *Tobal 2*. Utterly fantastic graphics combined with ultra-hot gameplay that melds aspects from *Fighting Vipers*, *Tekken*, and the *VF* series, this one has it all. Even for someone like me that is generally sick to death of the never-ending flood of fighting games on the market has to recognize the sheer power of this title—buy it now!!!

G 10 · C 9 · P 10 · M 6 · O 9 — **95**



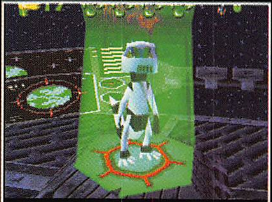
I had been waiting... patiently... for a fighting game to come along that would topple *Tekken 2*. Playing *Bloody Roar*, it occurs to me that it may even fend off *Tekken 3* as the best fighter to ever hit the 32-bit console. Blistering speed, incredible moves and a handful of the coolest characters ever to step into the genre, *Bloody Roar* will simply astound. The only problem I have is that there aren't enough secret characters to unlock, although many secret options await those good enough to beat the game. A must for all gamers.

G 10 · C 9 · P 10 · M 6 · O 8 — **98**



First off, let me just say I was really losing faith in the 3D fighting genre. And being the fighting frenzied fanatic I am, I wasn't expecting too much from *Bloody Roar*. Boy, was I thankfully wrong and happily surprised. In the eternal words of Eric Cartman, this game kicks ass. Cool graphic features, electric lighting effects, and special moves that are off the hook, I can't begin to praise this game enough, nor stop telling fighting gamers that this is the game to buy. No *Tobal 2*... oh wells! Just get this game.

G 9 · C 10 · P 10 · M 8 · O 8 — **96**



Gex 2
PlayStation
Midway
3D Platformer



The irreverent gecko is back and this time, he's 3-D! A solid PlayStation title and the saving grace of the 3DO, *Gex* was a standout platform title. The sequel manages to successfully one-up the original and will provide many hours of wacky good fun. Everything that *Croc* was not, *Gex 2* has beautiful graphics, responsive control and some decent camera AI. Thankfully, the incessant quipping of the original has been toned down to make the scaly protagonist less annoying. If platform gaming is still your cup of tea, *Gex 2* will be a welcome addition to your games library.

G 8 · C 8 · P 8 · M 9 · O 8 — **87**



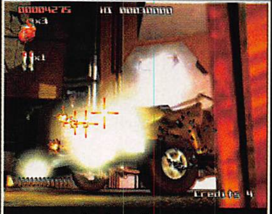
Cool stuff, that's what *Gex 2* is all about. I'm not a platformer buff, but I do appreciate a solidly made game anyday. *Gex 2* is an example of a game that, when it first appeared at our offices, was something that needed major tweaking. The end result is a well-polished game with the humour, quirks, and original gaming ideas that made the first one so fun. There are small graphic problems and the gameplay is not deep, but people with a great sense of humor and fun will love it and people that lack a sense of humor (like ECM) will still like it.

G 8 · C 9 · P 7 · M 8 · O 8 — **85**



Gex 2 is quite an improvement over the original Gex (which is quite a statement). The overall presentation of *Enter the Gecko* is what I love best about this game. Every world is sculpted with completely different, gorgeous textures and enemies. In the Kung Fu world, ninjas flip in before you as you square off against them. And I haven't even mentioned the fully explorable 3D environments around you. Packed with enough one-liners to stay onstage at the Apollo, Gex is quickly making a name for himself. My only gripe about the game is the music, but you can't have everything.

G 8 · C 8 · P 7 · M 6 · O 9 — **91**



Judge Dredd
PlayStation
Activision
Gun Game



This game is terrible. Activision, a company which has been churning out some super titles as of late, fumbled this one big-time. A genre in dire need of resuscitation will find no respite, here. Murky graphics, lame enemies and a horrible flashing every time you pull the trigger, *Judge Dredd* is a seizure waiting to happen. With games like *Point Blank* and *Time Crisis* out there, there was no need for this budget shooter. Once again, the *Judge Dredd* license has been attached to a shameful property.

G 4 · C 6 · P 3 · M 7 · O 5 — **50**



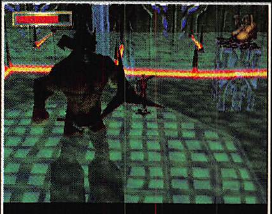
Judge Dredd was the most entertaining game this issue... as I watched Dangohead scream and roll around in anguish while playing it. I seem to be the only one in the building trying to defend this title. I liked the cheesy B movie FMV sequences sandwiched between the questionable shooting game elements. It's a shame because this game could've been great - the whole "Double Wammie" and "Splitter" man/gun relationship. Alas, it's not enough to save this straight to the bargain bin classic.

G 5 · C 6 · P 4 · M 6 · O 5 — **55**



You know, there are two basic classes of games: good games and bad games. *Judge Dredd* doesn't deserve the honor of being called a video game. And while I'm not a fan of *Area 51* type shooters, the pixelated FMV backgrounds, and piss poor enemy presentation would make any hardcore gamer run to the porcelain goddess. What really made me call in sick was the horridly designed gameplay elements. Bad enemy placement, wack-ass boss characters, uninteresting weapon-upgrades... ugh, the list goes on. Don't even rent it, unless you like painful bowel movements, and flashing eyesore experiences.

G 4 · C 6 · P 4 · M 4 · O 4 — **42**



Pitfall 3D
PlayStation
Activision
3D Platform



I'm torn in my judgement of *Pitfall 3-D*. Mainly, the 32-bit overhaul doesn't look like a 32-bit overhaul. Animation is sorely lacking, for Pitfall Harry and the enemies alike. Providing you can stomach the butchered animation and poor pickaxe attacks, you'll soon realize that there's a bunch of gameplay hidden in *Pitfall*. The levels are well-designed and long, Bruce Campbell does the talking, and you're bound to feel nostalgic memories of your 2600 years when you discover your first hidden gold bar.

G 6 · C 6 · P 8 · M 6 · O 7 — **78**



Pitfall, the Atari classic I was never good at, finally makes its entrance into the 32-bit realm. Sure, it features some very large levels... sure, it features some very nice visuals... sure, it features the voice talents of Bruce Campbell... but it's not my cup of tea. While it far overshadows the earlier versions of the game we had (I hear whizzing noises of CD's fly by), I'm not too fond of the control issues here as well as the jumping elements. Not enough for me to come back to, but nonetheless, not a bad effort. Plus you get the *Vigilante 8* demo with *Pitfall 3D* which, I'm sad to say, I was playing more of than this revamped safari adventure.

G 7 · C 7 · P 8 · M 7 · O 8 — **82**



When you take a classic game, give it a 32-bit overhaul and add the voice talents of Brisco County Jr., Bruce Campbell, himself, you can't go wrong... or at least *too* wrong. *Pitfall 3D*, a game which has seen some rough waters, has managed to pull itself together, in the end. Extremely long levels highlight this adventure that some will complain is far too easy to beat. The 3D element doesn't quite work as well here as it should (see *Gex 2*) but the game is, nonetheless, an enjoyable experience. Made me want to go back and check out the 2600 version.

G 7 · C 7 · P 7 · M 7 · O 8 — **80**



Need For Speed 3
PlayStation
EA
Racing



Hey, hey, hey... for once the hype for a game nearly matches the quality of the game. After a severely disappointing sequel, *NFS III* comes back kicking some buttocks. Good frame rate, excellent selection of automobiles, and good control, this is what *Need For Speed 2* should've been. I really enjoyed the pursuit mode, where a whole force of five-o's are on your ass like *O.J.* The tracks are also something of an amazement, as different paths and shortcuts dress this game stylishly. If you're looking for a solid racer with some added pizzazz in the mix, *NFS 3* should deliver some satisfaction.

G 9 · C 9 · P 8 · M 7 · O 8 — **87**



The most overrated franchise in racing, ever, *Need For Speed 3* was a game I was hoping to avoid. Much to my surprise, though, this third installment is quite enjoyable. With control reminiscent of *Ridge Racer* and some cleverly designed tracks that completely hide the draw-in, *NFS3* has earned respectability. If you scoffed at the first two, check this one out... it'll surprise you.

G 7 · C 8 · P 7 · M 9 · O 6 — **85**



Yeah, I know, I was dreading this one, too. 'Specially after playing *Gran Turismo* for the last month and a half. But, surprisingly, *NFS3* comes through as a solid racer with some minor problems and a few niceties. Nice balance, overall. Of special note is the awesome night/headlight effect, continuing and slightly upgrading the effect from *NFS: V-Rally*. Bottom line: a must-buy for *NFS* fans, a rent-first for all others... I had fun with it, though.

G 9 · C 8 · P 7 · M 6 · O 7 — **80**



I didn't grow up on *Speed Racer*, so the cartoon intro didn't do much for me, but I can envision legions of *SR* fans sitting there with goofy grins on their mugs. The driving game engine is solid, but there are problems which relegate this to a rental over a purchase: first off, there's one track (they cut it up in 3 sections). There's no reverse, and Speed Racer's comments get annoying fast "Hey, catch him." Still, the weapons, shortcuts, and tiny details such as jumping to knock down the checkpoint sign make Speed Racer fun.

G 7 C 8 P 7 M 7 O 7 — **82**



Excuse the voluminous villain to my right... he had a hard childhood. *Speed Racer* always had a place in my heart when I was a wee dango. And now, it comes home on my Playstation complete with the intro cartoon! Sadly, the life of this racer is short, as the number of tracks is small, as well as being just a one player game. Also, this game has been out for a year and half in Japan, and the age shows. Still, this game is a good rental for some, and for the faithful *Speed Racer* fan, a great buy.

G 7 C 8 P 8 M 6 O 7 — **84**



Go, go, *Speed Racer*. You have no idea how much I hated the cartoon. With animation that made Hanna-Barbera look like Disney, *Speed Racer* was painful to watch. Imagine my surprise when I discovered that the game wasn't some quickie knock-off trying to capitalize on the license. *Speed Racer* combines a solid racing engine with some snappy graphics and a compliment of Mach 5 gadgets to foil other drivers. The biggest problem is that the game is too short, so it's best to just rent this puppy.

G 7 C 8 P 8 M 7 O 7 — **81**



Speed Racer
PlayStation
Jaleco
Racing



I think Arcade Bob described this one best: "*Mario Kart* on snow." Take away the familiar faces, strap on a snowboard, add downhill courses (with a ski lift to bring you back up every lap) and you have *Snowboard Kids*. While not as traditional a snowboarding game as 1080, this one's got tricks, weapons, superdeformed characters, and a classic N64 "What! It's morning already?" four-player mode. My only gripe is the "fruity" Shidoshi-esque atmosphere of the characters and music, but that's just me. *Kart* fans rejoice.

G 8 C 8 P 9 M 7 O 8 — **89**



You know it's a strange month when Shidoshi is viewpointing TWO N64 games (one of the seven signs, maybe?). Anyhow, *Snowboard Kids*. What we've got here is a game that contains a big enough variety of cool little features to make it stand out. Normally, snowboarding games don't really do anything to hold my attention (especially since I usually suck horribly at them). But not here: cute Japanese characters, weapons and items, a good selection of game modes, and the coveted "Moon Eyes Cat" board all in a game Shidoshi can actually hold some skill in. This is a sort of "*Mario Kart*" on the slopes, and is fun in both single and multiplayer modes. Not too shabby.

G 8 C 8 P 8 M 8 O 7 — **83**



We held this issue about a week after it was due to fit this one in, and it turned out to be worth the additional, nail-biting wait. Atlus strikes with its fist N64 effort and it's a really good one. Though not the technical snowboarding 'sim' that is *1080*, it's at least as fun and perhaps more so given the four-player mode. Cruise down a large variety of slopes on a number of different 'turfs' (snow, grass, etc.) while taking your foes down in *Diddy Kong Racing* style. A very cute game and a great deal of fun. Probably one of the best N64 titles yet. Go out and get this one ASAP!

G 8 C 8 P 9 M 7 O 8 — **87**

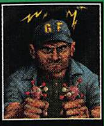


Snowboard Kids
Nintendo 64
Atlus
Snowboard Sim.



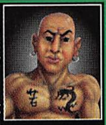
...wait a minute. What am I doing in the N64 section?! Anyhow, I had nothing against *Yoshi's Story*, as it looked really nice and seemed to be a fun game. Then the Guvnor (God rest his soul <sob>) convinced me to give *Yoshi's Island* a try (yes, I had never played it before), and the rest was history. *YI* amazed me, impressed me, excited me, I actually wanted to keep playing each time that I died. Where is that here? Why is it that *YS* has NONE of the feel, the depth, the pure simple enjoyment that a little old SNES game so easily provides? Tediously sniffing around is NOT my idea of depth... Weren't new systems supposed to make old games BETTER?

G 9 C 8 P 6 M 6 O 6 — **74**



I can see where Nintendo wanted to go with this, but I'm way past this type of game. Blowing through a game in record time does not make me a happy camper. The 'complete the levels 100%' type gaming does not appeal much anymore. Sure, the visuals are nice, and it's really colorful, but the creativity that filled the old SNES game to bursting is sadly lacking here. I'm beginning to think that Miyamoto should be spending more of his time on the games and less with the PR duties (not that it's by choice, I'm sure). Not that it matters what I say, this game is gonna sell in droves anyway, <sigh>.

G 8 C 8 P 7 M 6 O 7 — **72**



Bang! Bang! Yoshi is dead! Actually, I'd rather shoot him in his little green <ahem>. The SNES version spanks this one so hard, that it would give baby Mario the pistachio runs! Heh heh... Sure, they gave Yoshi some (I'm sorry, one) new feature. But I don't think "smelling" quite fits into this game. I don't really hate the game, but I was just expecting soooo much more from Nintendo. Miyamoto must have ran out of shroom power or something... Sure the graphics are N64 quality, they used "Patchwork Design" or something like that, but I just hope the next time they decide to push back a game, it's for the better.

G 8 C 8 P 8 M 6 O 5 — **72**



Yoshi's Story
Nintendo 64
Nintendo
Platform



A lot of people (PS defenders) have often criticized why I still have my Saturn, as only a handful of the games peak their interest. Now, with *Panzer Saga* in hand, I just have one thing to say to all those Saturn bashers... TTHHIBPPTT!!! Besides *Grandia*, I haven't been impressed in so long by a Sega Saturn title when it comes to all the elements. And I can't begin to praise this game enough for all its merits: Gameplay, graphics, music, story, and originality. If there's one folly in this game, it's the length; playing an epic like *Panzer Saga* only makes one long for more. If you're still a proud Saturn owner, you'll be glad you stuck around for this one.

G 9 C 9 P 9 M 9 O 10 — **97**



If I was capable, I'd put it better than my fellow GF staffers to either side of me. This game is incredible, and even the Square-heads in the office (like Waka) have to agree that this is a simply stunning piece of software and a truly original game; not something you can say too often (if at all) anymore. Even *Grandia* must show a little respect for this beast of a game. Check out my full-blown review elsewhere in this issue for the full scoop on this achingly fantastic game. What more can I say? How 'bout: BUY IT!!!

G 10 C 9 P 9 M 8 O 10 — **95**



Okay, where has this title been all my life? The desperate plea for a new Sega title has arrived! Take an epic shooter, and pump some RPG elements into it, and what do you get? *Panzer Dragoon Saga*! Like its predecessors, this game even smells epic! There's practically no loading (which is a plague in most RPGs), the music of the *Panzer* series is still one of my all time favorites, and the graphics... phenomenal! If you really dug the earlier *Panzer* games, then you have to pick this up! I can't explain it, but there's just a weird ambience about these *Panzer* games that I can't shake. Wish I had more time to play it though... Damn editors get all the fun.

G 10 C 8 P 8 M 10 O 10 — **94**



Panzer Saga
Saturn
Sega
RPG



Unlike dear, demented Shidoshi I'm a big fan of the *Fatal Fury* games and have been since the first 'special' version hit the Neo. This Saturn port is perfect and now I can say I love *FF* like everybody else (of course they're talking about the RPG, but I digress). The cool, multi-line system is in full force, good animation, nice character designs and Terry Bogard, one of the best fighting game characters ever (not like that Blue Mary chick that Shidoshi pines for late at night as he clutches his pillow). Good fun, and a definite buy for all SNK-fans out there. Now if only SNK would've wised up and used the 4 Meg cart for *KoF '97*...

G 7 C 8 P 8 M 7 O 6 — **85**



So it WAS Mr. Frowny over there outside my window the other... er, nevermind that. It's not that I don't LIKE *Fatal Fury*, I do. I mean, even for the simple fact that it brought the world that one character whose name I'm not allowed to mention. It's just that when compared to something like *KOF*, this game just isn't nearly as good. I'd still rather play this over 90% of the fighting games that come out, as it's a really good, well crafted game... it just doesn't have that spark that makes it GREAT, you know?

G 7 C 9 P 7 M 8 O 7 — **81**

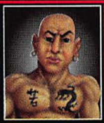


Having played all of the *Fatal Fury* games since the first one, I would really like to say I like this game, as it's a great port to the Saturn, but the *Fatal Fury* series is as old as ECM's fuzzled cap. I'll admit that the game has cool features, namely the multi-plane movement simulating 3D, as well as the interesting combos. I just don't like the character's look, especially when compared to the *KOF* series. The bright-haired boy to my left is correct; this is a good game, but not a great game. Oh, and for the record, I have no fascination nor favorite character from this series like the two clowns to my left...

G 8 C 9 P 8 M 7 O 7 — **82**



Real Bout Fatal Fury
Saturn
SNK
Fighting



Too bad I'm the only one that can understand the game.. =(And just when you think that you've seen the worst "Gaijin Protection" in a game, you have to worry about playing the number one selling game in Japan next to *Biohazard 2* and *Gran Turismo*! Never in my life have I played a game with more protection than this import game! The music is top caliber (c'mon its SQUARE); the battle system is refreshing and unique, but the graphics are, well, not SQUARE. Since they used cel animation for the characters, when they move close to the screen, you get the ol' 8-bit pixels! I'd thought it would be nice to do a little walkthrough for all of you import fans! Just check out the layout on p.72!

G 9 C 8 P 10 M 9 O 10 — **92**



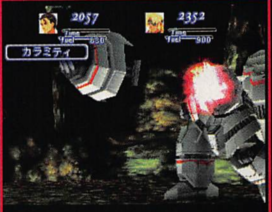
You mean there's life after *Final Fantasy VII*? If you're going through Square RPG withdrawl and feel up to cracking the Gaijin protection, pick this up at your local importer. For those of you who CAN wait till the American version (crossing fingers) comes out, I'll summarize what to look forward to: trademark high-end graphics and music, novels of storyline, 3D explorable towns, a combo system in battles, and mechs. Let the wait begin... ARGH!!!

G 9 C 8 P 8 M 8 O 8 — **93**



Square strikes again. Not having been the biggest fan of *FF VII* in the office (OK, so I didn't like it at all), this is a bit more my speed. A very story-intensive game that has what the boys around here like to term 'Gaijin Protection': Meaning that it's VERY hard to get anywhere without knowledge of Japanese due to characters always telling you to go there and get that in some obscure, out of the way place. However, if you have a Japanese-inclined friend floating around (like Waka) grab 'em and make 'em play through the game with ya'. It certainly can't match the stunning *Grandia* on SS, but it's infinitely better than *Saga Frontier* and *Chocobo's Mysterious Dungeon*.

G 8 C 8 P 8 M 7 O 7 — **85**



Xenogears
PlayStation
Square
Action RPG

HOCUS POCUS

HOCUS POCUS

break the brainless bond break the brainless bond of contrived codes and trivial tricks and enter the world of dangohead and spud's...

hocus pocus

hocus pocus

hocus pocus

hocus pocus

hocus pocus

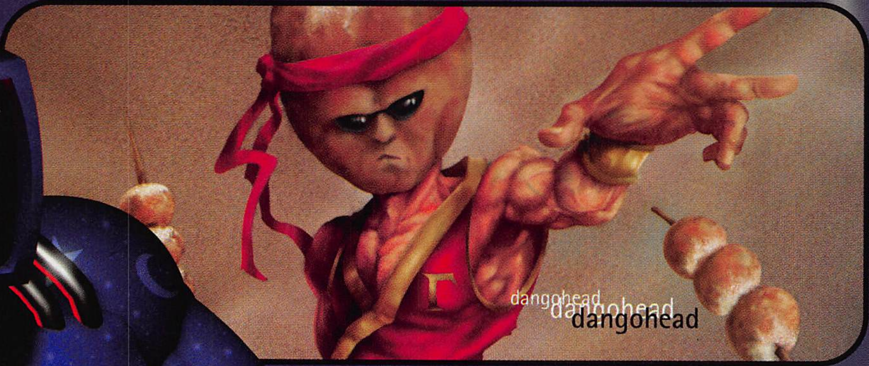
hocus pocus

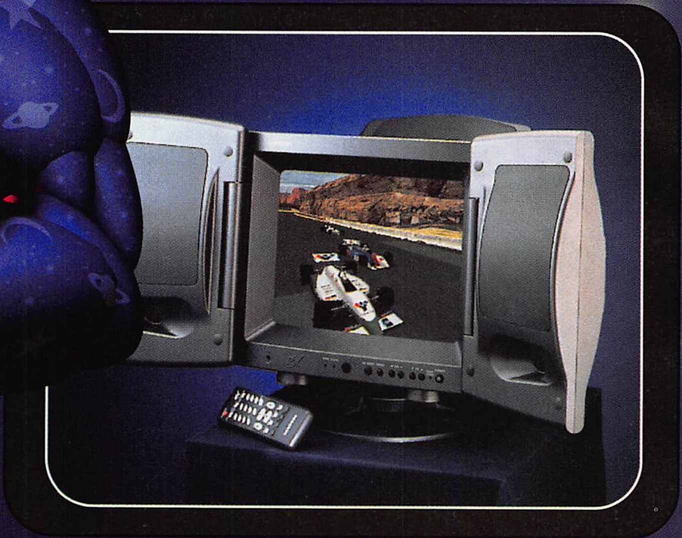
hocus pocus

hocus pocus

hocus pocus







ENTER

ENTER cool stuff

THE GAMEFAN HOCUS POCUS GIVEAWAY!

cool stuff cool stuff

GXTV is the world's first video game TV with hyper-amplified sound and graphics. Enhance the thrill of gaming with adjustable speaker doors, stereo surround sound and a 15-watt sub woofer. Plus, the intense screen graphics will make you feel like your head's right inside the game. GXTV is also a 181-channel, 13" stereo TV with two A/V inputs, stereo headphone jack, backlit remote control and tilt/swivel stand. So whatcha waitin' for? Send in those codes and maybe you can win one of these GXTVs for yourself!

GRAND PRIZE winner

A GXTV!

FIRST PRIZE winner

VIEWPOINT GAME OF YOUR CHOICE

SECOND PRIZE winner

POCKET GAMEBOY

THIRD PRIZE winner

1-YEAR SUBSCRIPTION TO GAMEFAN

WCW NITRO
WCW NITRO

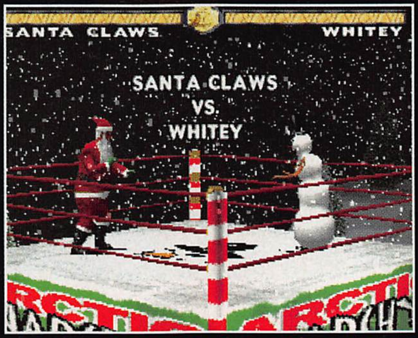
WCW Nitro (PS)
Hidden wrestlers and rings

Ever wonder if Mean Gene and Lex Luger got it on in the ring? Well, wonder no more... with this code you'll be able to answer all those eternal WCW "what-if?" that you've ever had. At the Start/Options screen, press R1 four times, L1 four times, R2 four times, L2 four times, and the Select button. You should hear a confirmation sound as a whole slew of wrestlers (from Miss Elizabeth to Santa Claus) will be revealed.
To get hidden rings, go once again to the Start/Options screen, and press R1, R2, R1, R2 and press Select. Each time you press Select, you'll get a different hidden ring.





GOLDENEYE
GOLDENEYE

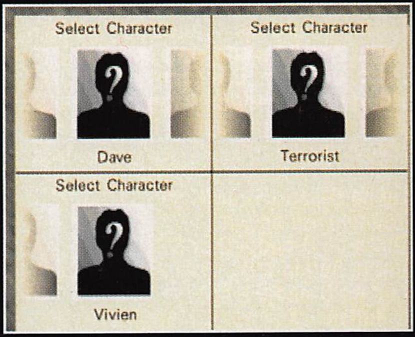


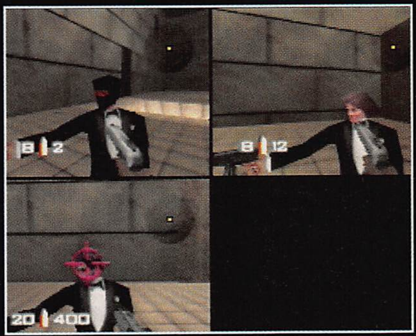
Goldeneye (N64) -
Extra character galore
Nothing makes people busier than the last minute. A prime example is this superb code which we got in today. To get 31 new secret characters, enter the following code, making sure to do each command separately at the character select screen:

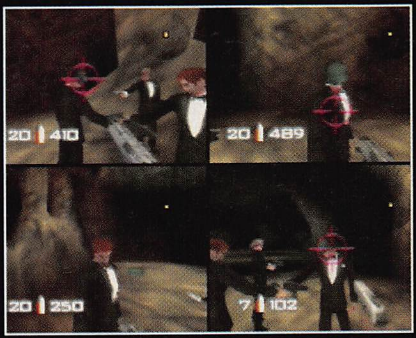
1. Hold L+R and press c-left
2. Hold L and press c-up
3. Hold L+R press left on the control pad
4. Hold L and press right on the control pad
5. Hold R and press down on the control pad
6. Hold L+R and press c-left
7. Hold L and press c-up
8. Hold L+R and press right on the control pad
9. Hold L+R and press c-down
10. Hold L and press down on the control pad



PlayStation







CONGRATULATIONS TO THIS MONTH'S WINNERS!

The mighty Monitaur seeks the finest cheats, secrets and tips known to humanity, and we need them from YOU!! We'll look over all the codes you send and award a magnificent Grand Prize every single month! Remember, no cheap codes from previously published US magazines! Winners will be drawn each month and displayed in the only place where cheaters prosper. (Current subscribers who win a subscription will receive a one-year extension.)

SEND YOUR CARDS AND LETTERS TO:
SEND cards letters
mail
mail
mail
mail

Hocus Pocus
5137 Clareton Drive
Suite 210
Agoura Hills, CA 91301

grand prize winner:
Boln4Brgrs@
via e-mail

first prize winner:
Michael Novick
huntington station, ny

second prize winner:
Soulbroroyu@
via e-mail

third prize winner:
Anthony Michalski
belleville, nj

GEX 2

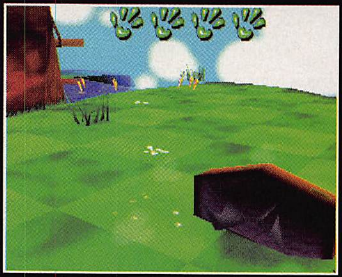
Gex 2: Enter the Gecko (PS)
Cool game options and codes

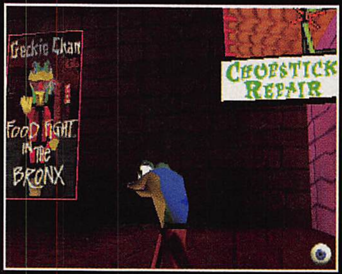
During gameplay, "Pause" the game, hold L2 or R2 while entering cheat. Each code word is a command on the controller to perform. The letters to each word correspond to these commands as follow:

Up on D-pad = U or N
Triangle Button = A
Down on D-pad = D or S
Circle Button = O
Left on D-pad = L or W
X Button = X
Right on D-pad = R or E

Infinite lives = UNDEAD
Invulnerability = WEASEL
One Liners = ALOUD (Press select during gameplay)
Rambling GEX = SENSELESS
Level Timer = EARWAX (On Main Map, Press Select for level stats, press Square for best times)



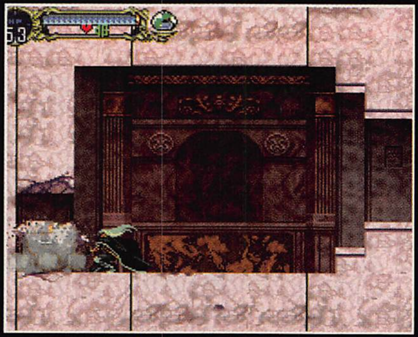


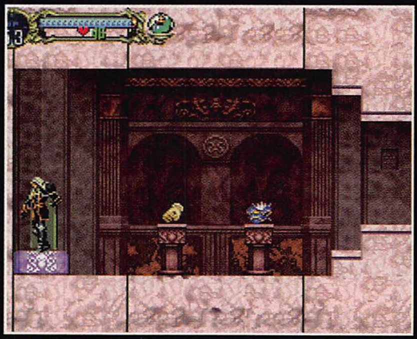


CASTLEVANIA

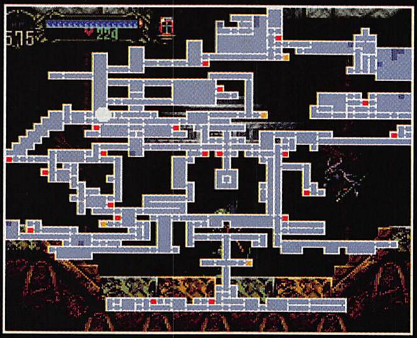
Castlevania: Symphony of the Night (PS)
Secret Elevator, and Super Glitch.

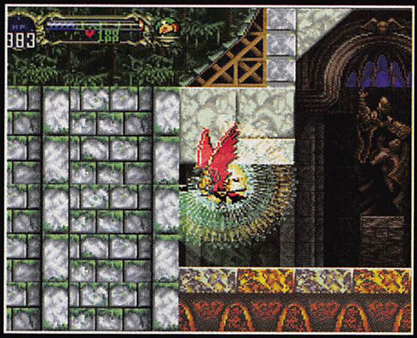
Secret Elevator
In the Outer Wall area, at the vent where you need to turn into mist to pass, there is another entry into this room. Go to the room right above it, and hit the back wall. You'll get a pot roast. Now, stand in this little niche and wait. About 10-15 seconds later, an elevator will lower you into the room where you need to turn into mist to pass... well you did anyway. You'll get a Jewel Knuckles and a Mirror Cuirass. This area is also accessible to Richter when you play him as well.





Super Glitch
Here's a very weird glitch that allows you limited passage outside the castle. First off, get the Sword Familiar and raise its level to 99 (it's easier than you think... really). Now, head to the Royal Chapel area, heading toward the confession room.
Once in the confession room, walk left into the next room which will be a tall vertical tower area. Stay at the bottom of this area and walk all the way left, but don't exit this tower area. With your Sword Familiar out, perform the Sword Brothers spell (down, diagonal down right, right, diagonal up right, up, hold up for 2 seconds, down and the attack button), and when the sword starts spinning, transform into the bat and start moving left to exit this area. If you time it correctly, you'll fly through the left wall and outside the castle!









MARVEL VS. CAPCOM
MARVEL VS. CAPCOM

Marvel Vs. Capcom (Arcade)
Secret Character and Picking Subcharacters

Subcharacters-
Picking the exact helper buddy can be somewhat difficult, since you really don't have complete control... till now.

Unknown Soldier
Code: Start + LP

Lou
Code: Start + MP

Saki
Code: Start + HP

Pure and Fur
Code: Start + LK

Psylocke
Code: Start + MK

Michelle Heart
Code: Start + LP + LK

Iceman
Code: Start + MP + MK

King Arthur
Code: Start + LP + MP

Ton-Pu (East Wind)
Code: Start + LP + HP

Juggernaut
Code: Start + LP + MK

Devilot
Code: Start + MP + HP

Thor
Code: Start + LK + MP

Magneto
Code: Start + LK + HP

US Agent
Code: Start + MK + HP

Cyclops
Code: Start + LP + LK + MP

Storm
Code: Start + LP + LK + HP

Colossus
Code: Start + LP + MP + MK

Anita
Code: Start + LP + MP + HP

Shadow
Code: Start + LP + MK + HP

Sentinel
Code: Start + MP + MK + HP

Jubilee
Code: Start + LK + MP + HP

Rogue
Code: Start + LP + MP + HP + LK



Secret characters:
Enter the following joystick commands at the character select screen.

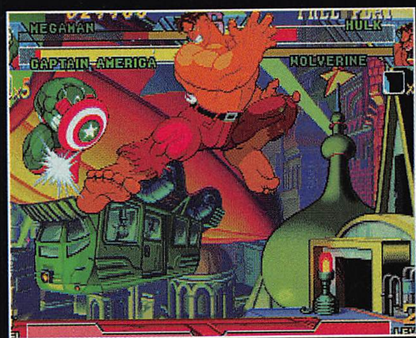
Orange Hulk-
Move your cursor to Chun Li and perform the following move sequence:
R,R,D,D,L,L,R,R,D,D,L,L,U,U,U,U,D,D,R,R,U,U,D,D,D,D,U,U,U,U,L,U

Red Venom (Carnage)-
Move your cursor to Chun Li and perform the following move sequence:
R, D, D, D, D, L, U, U, U, U, R, R, D, D, L, L, D, D, R, R, U, U, U, U, L, L, U

Roll (Megaman's sister)-
Move your cursor to Zangief and perform the following move sequence:
L, L, D, D, R, R, D, D, L, L, U, R, U, U, R, R

Lilith-
Move your cursor to Zangief and perform the following move sequence:
L, L, D, D, R, R, U, U, D, D, D, D, L, L, U, U, U, U, R, L,
D, D, D, D, R, R, U, U, U, U, L, L, D, D, D, D, R, D

Shadow Chun-Li (some call her MEGA Chun-Li)-
Move your cursor to Morrigan and perform the following move sequence:
U, R, R, D, D, D, D, L, L, U, U, U, U, R, R, L, L, D, D, R,
R, D, D, L, L, U, U, R, R, U, U, L, L, D, D, D, D, D



GAME SHARK CODES
GAME SHARK CODES

Gex2 (PS) -
All White Remotes:
80097580 FFFF
80097582 0FFF
All Gold Remotes:
80097584 FFFF
80097582 1FFF
Super Cheat (Really, its a super cheat)
800975DC 00FF

Parappa the Rapper (PS) -
Always stay cool
801c368e 0000
Always stay good
801c368e 0001
Always Score 999 points
801C3670 03E7

Cool Boarders 2 (PS) -
Extra Boards 80057102 0007
All Tracks (freestyle) 800570FC 000A
Unlimited Time 80130994 0001
Enable Extra Characters 80057100 FFFF

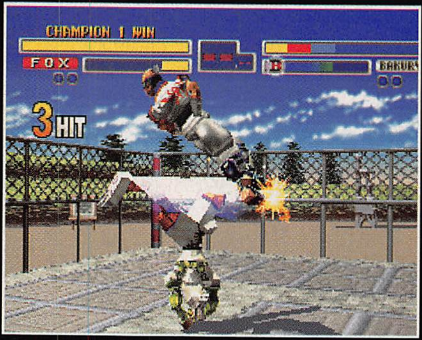
Colony Wars (PS) -
Infinite Shields
800463B4 00C8
No Weapon Heat-up
80119C4C 0000
80119C80 0000
80119CB4 0000
80119CE8 0000
80119D1C 0000

Spawn: The Eternal (PS) -
Infinite Magic Level
8007f052 270f
Infinite Hell Gauntlet
8007f09a 0500
Infinite Energy
8007F050 0800
8007F052 270F

Marvel Super Heroes (Sat) -
Master Code
F6000924 FFFF
B6002800 0000
Infinite Energy P1
360949FD 0090
Infinite Energy P2
360A644D 0090
Infinite Time
160961F8 99FF
One Move Fills Infinity Meter P1
36094A01 00FF
One Move Fills Infinity Meter P2
360A6451 00FF

BLOODY ROAR

BLOODY ROAR



Fox

Quick, deadly, and extremely deceptive, this is one foxy lady that you don't wanna rub the wrong way. Her mix of high to low combinations make her a very good starting character.

Moves:

P	High punch
f+P	Mid swipe
df+P	Rising swipe
d+P	Low punch
db+P	Double low swipes
b+P	Turning backfist
u+P	Flip over opponent
K	High kick
f+K	Stepping kick
df+K	Mid kick
d+K	Low kick
db+K	Standing sweep
b+K	Roundhouse kick
u+K	Flip kick

Beast mode:

B	Slashing kick
f+B	Mid slash
df+B	Low claw
d+B	Low jab
db+B	Double leg sweeps
b+B	Backhand slash
u+B	Air pounce

Special moves:

QCF+P	Triple mid strikes
QCF+K	Rising kick
QCB+K	Breakdance kick
QCF+B	Turbo double-claw swipe
QCB+B	Rolling trap (Press B while rolling to do jumping attack)
QCB+P	Counter

Long

Cool, calm, and cautious, Long is one of the deadliest fighters in the game due to insane combo ability he posseses. Combined with his good speed and strenght, Long is definitely one of the best in the game.



Moves:

P	High punch
f+P	Straight high punch
df+P	Turning low palm
d+P	Low punch
db+P	Crouching mid punch
b+P	Power double palm
u+P	Jumping head strike
K	High kick
f+K	Double circle roundhouse (KD)
df+K	Mid kick
d+K	Low kick
db+K	Sweep kick
b+K	Twist roundhouse kick
u+K	Jumping reverse roundhouse kick (KD)

Beast mode:

B	High slash
f+B	Back leg slam
df+B	Double claw sweep
d+B	Low slash
db+B	Back leg sweep
b+B	Back leg kick
u+B	Flip kick

Special moves:

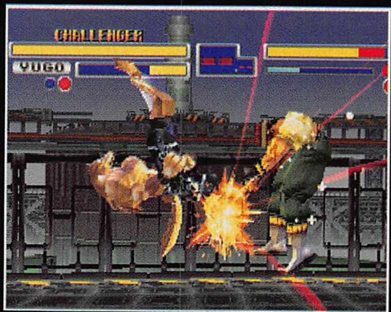
QCF+P	Charging high punch
QCF+K	Jumping double kick
QCB+K	Diving head stomp
QCF+B	Fliping neck throw
QCB+B	Earthquake stomp
QCB+P	Counter

Yugo

The most well-rounded of all the fighters, Yugo posses simple moves that do great amount of damage. His quickness is on par with the likes of Bakuryu and Alice.

Moves:

P	High punch
f+P	Strong Mid punch
df+P	Mid punch
d+P	Low punch
db+P	Turning low punch
b+P	Turning backfist
u+P	Jumping elbow crush
K	High kick
f+K	Axe kick
df+K	Mid kick
d+K	Low kick
db+K	Sweep
b+K	Spinning kick
u+K	Flying spinning kick



Beast mode:

B	Mid slash
f+B	Jumping double slash
df+B	Low swipe
d+B	Lifting attack
db+B	Low kick
b+B	Power backhand swipe
u+B	Flip kick

Special moves:

QCF+P (x3)	Rushing punches
QCF+K	Jumping knee
QCB+K	Flip kick
QCF+B	Jugular rip
QCB+B	Wall dive (will flip back, press B again to dive attack)

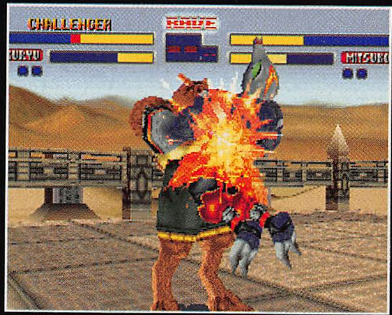
Mitsuko

Probably the ugliest of the bunch. Mitsuko is also the most dangerous of the characters due to her unpredicatbility of here moves and the damage she can dish out.

Moves:

P	Punch
f+P	Quick face punch
df+P	Double lifting punch
d+P	Low punch
db+P	Overhead mid swipe
b+P	Double fist slam
u+P	Jumping double fist
K	High kick
f+K	Mid knee
df+K	Shin kick
d+K (x3)	Low kicks
db+K	Double leg Sweep
b+K	Reverse back kick
u+K	Jumping face kick

Beast mode:





BLOODY ROAR

B	Headbutt
f+B	Turning tusk attack
df+B	Rush-in lift
d+B	Tusk lift
db+B	Low charge
b+B	Charging headbutt
u+B	Jump-in tusk attack

Special moves:

QCF+P	Neck slam
QCF+K	Frankensteiner
QCB+K	Earthquake stomp
QCF+B	Boar wall slam
QCB+B	Boar rush (repeatedly tap B to rush, or press f+B to dive attack)
QCB+P	Counter (Slapdown..yeah..)

Combos:

Fox-

P, P, P, P	B, B, B, B
P, P, P, d+K	f+B, B
P, P, K	P, P, B, B
P, K	
df+P, P	
d+K, K	
d+K, K	
f+P, P, P, b+K	
f+P, P, P, d+K	
u+P, P	
+P, P	
f, f+K, K	

Gado-

P, P	B, B, B
f+P, P, P	f+B, B
f+P, K	
df+P, P	
df+P, K	
b+P, P	
K, K, K	
f+K, K, K	

Mitsuko-

P, P, P	B, B, f+B
P, P, K	P, P, B, B, f+B
P, P, d+K	B, B, d+B, B
K, P	P, P, B, B, d+B, B
db+P, P	
f+P, K	
f+K, K	

Yugo-

P, P, P, K	B, B, B
P, P, K	P, P, B
P, K, K	db+B, B
K, K	
dF+P, P, P, P	
df+K, K	
d+K, K	
b+P, P, P	

Bakuryu-

P, P, P, P, f+P	B, B, B
P, P, P, u+P	B, B, d+B
P, P, P, d+K, P	B, B, d+K, K, K
P, P, d+K, P	

B, B, d+K, K
P, P, K, K
P, P, K, d+K
P, K, K, K
K, K, K
df+P, P
df+P, K
df+K, K, K
df+K, K
f+K, b+K
f, f+K, K, K

Alice-

K, K, f+K	B, B, B, f+B
K, K, b+K	B, B, B, b+B
K, K, d+K	B, B, B, d+B
P, P, P, f+P	



P, P, P, d+P
P, P, P, b+K
P, K, K, b+K
P, K, K, d+K
d+K, K
d+K, K
b+P, P
b+P, K
df+P, P
db+P, K
f+K, b+K

Greg-

P, P, P	B, B, B
df+P, P, P	B, f+B
d+P, K, K	B, d+B
u+P, P	
P, K	
b+K, K	

Long-
Long is easily the character with the most combinations. Nearly all his moves can be chained into a combo. What follows here is a starter for the combo and branching off into the many finishers the combo has. This is but a small list of combinations I have listed due to space limitations.

P, P, (into)-
-P
-P, P
-d+K
-f+K
-K
-f+P
-f+K
-d+K
-d+P

f+P (into)-
-P
-K

K (into)-
-d+P
-d+K

Note: Within each of the combo moves, you can continually chain punch and kick combinations. For example, if you start off with P,P you can chain into the following-

P,P (into)-
-P, d+K, P, f+K, d+P, K, d, d+P

As you can see, as long as you keep the punch, kick, punch, kick pattern without repeating any of the same moves, you can create a long string of a combo! The last move (d, d+P) is a combo finisher. Combo finisher's can be done any time after the fourth hit. The following are combo finishers:

f, f+P - Body Check (a la VF Akira style)
b+P - Charge Tackle
d+k - Sweep
f, f+K - Flying Double Scissor kick
d, d+P - Dragon Finish (a la Bruce Lee)

A listing of stringed combos for Long are available. Browse our Hocus Pocus section at http://www.gamefan.com or you can email a list at achau@gamefan.com. If you have any combos for Long or any other characters, email us at hocus-pocus@gamefan.com

Dangohead



Abbreviations:
f - forward
d/f - diagonally down forward
u/f - diagonally up forward
b - backward
d/b - diagonally down back
u/b - diagonally up back
d - down K - kick attack button
u - up button
P - punch attack
B - beast attack button
QCF - quarter circle forward
QCB - quarter circle back



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THE Adventures of MONITAUR
LAST ISSUE OUR TEAM OF DEDICATED GAMERS REGAINED CONSCIOUSNESS ONLY TO FIND THEIR HEADQUARTERS IN SHAMBLES, APPARENTLY CAUSED BY THE NEFARIOUS BLOWMEISTER. NOW MONITAUR AND POSTMEISTER SCAN THE WRECKAGE...
MAN, JUST LOOK AT THIS DEVASTATION.
I CAN'T BELIEVE BLOWMEISTER WAS ABLE TO INFLICT SO MUCH DAMAGE. HOW WAS HE ABLE TO INFILTRATE US SO EASILY?
HOW MANY HAVE WE LOST?
WELL, NOT EVERYONE HAS BEEN ACCOUNTED FOR YET, BUT HERE'S WHAT WE DO KNOW...
THE ENQUIRER DIDN'T MAKE IT...
...WE *DID* FIND NICK...
OMIGAWD! NICK, I FOUND NICK! HE'S OK! HE'S OK!


HE'S. . .
. . . ULP!
URK!
DOINK!
SO THAT'S NOT GOOD.
NO, NOT GOOD AT ALL.
HEY GUYS! COME TAKE A LOOK AT THIS!
WHAT'S UP SHIDOSHI?
DOWN HERE!
AW JEEZ!
LOOKS LIKE GLITCH BLEW A FUSE.
YES, BUT WHAT'S THIS PUDDLE HE'S LYING IN?
IT APPEARS TO BE SUBSTANCE-D.


SUBSTANCE-D!? EEEWWW!!
HMM... HE MUST HAVE HAD SOME SORT OF MELT-DOWN.
HEY! CAN I KEEP THE ARMS?
YEAH, SURE. KNCK YERSELF OUT.
LET'S GO SEE HOW THE NEW GUYS ARE DOING.
HEY, DO YOU AND DONUT-HEAD NEED A HAND?
SI! THIS ROCK, SHE IS HEAVY!
UNH!
El Niño
THAT'S "DANGOHEAD"! AND WE'RE TRYING TO SAVE KNIGHTMARE.


HUFFF
SOMEBODY CHECK FOR A HEART-BEAT! GET HIS CHEST PLATE OPEN!
WHAT TH... EEEEWW
YUK YUK YUK!
WIPE WIPE
FREAK!
EL NIÑO
NIÑO MIMADO! ÉL NO ES MACHO!
?
?
AWRIGHT, AWRIGHT. A LITTLE RESPECT HERE, HUH!
SHEESH!
ÉL ES SISSY UN MUCHACHO.


HEY GUYS, I NEED SOME HELP HERE!
IT'S STORM! HE'S HURT BAD!
AND I DON'T KNOW IF HE'S GONNA MAKE IT?
WILL HE LIVE OR DIE?! FIND OUT NEXT HEART-WRENCHUNG ISSUE!
'98

BLOODY ROAR











Fighting games are something of a bad habit for me; regardless of how bad they are I still wind up playing them all. Yes, I have been criticized for playing *Time Killers* in the arcades for more than an hour (I can hear the cries of "blasphemer!") and even stood in the same room as *Fight For Life* (hey, I used to work there) so it's sad but true to say that there are more bad fighting games than good nowadays... actually, let me rewind and rephrase that... syadawon doog naht semag gnithgif dab erom era ereht taht yas ot eurt tub das s'ti os... so it's sad but true to say that there are very few new, innovative, solid fighters and far more brainless, 'me-too,' beat'em ups. And when something special does come along (i.e. *Tobal 2*), we don't get to see it in the States, <sigh>. So you must realize the relief I felt when it was announced that Sony had picked up Raizing's *Bloody Roar*, a festive feast of frenzied fighting fun (yeah, say that three times fast and I bet ya sprain your tongue!).

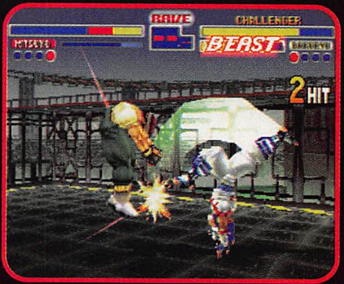
Borrowing elements from *Fighting Vipers*, and not a few concepts from *Altered Beast*, *Bloody Roar* (known for a time as *Beastorizer* - ack... thank god for the name change) is one of the best fighting games for the PlayStation, rivaling, nay destroying, *Soul Blade*, the *Tekken* series, and even the mighty *Tobal 2* (the likes of which we'll probably never see). Flexing at 60 fps (frames per second for the abbreviationally-challenged) with some of the most spectacular lighting effects found in any fighting game, *Bloody Roar* is graphically, in two words, da bomb (Ed's Note: is 'da' a word?). Though the backgrounds are a tad boring (except when opponents are knocked into heated, liquid metal pools... oooh, toasty...), but they're fenced-in by WCW-style cages-"RESPECT!" These iron barriers can be broken down depending on the inertia of your opponent, as stronger blows from larger characters will result in wall-shattering blasts. Hence, the harder you pound your opponent against the walls, the more likely they'll be broken. Rending the cages is a visual knock-out and audibly cool as broken pipes and bars clatter around the screen - sort of like wind chimes for the damned. Characters aren't as intensely detailed as some fighting games, and certain character designs are a bit, well, weird (SNK and Capcom should have no fear). Even given that the actual designs won't win any awards, the sheer brilliance of the motion capture just might. And don't forget the incredibly flashy lighting and transparency effects that add gobs to the "WOW" factor.

Gameplay is where you'll find *Bloody Roar* excels; it's an excellent mix of *Fighting Vipers* with some button pattern-pushing of the famed *Tekken*







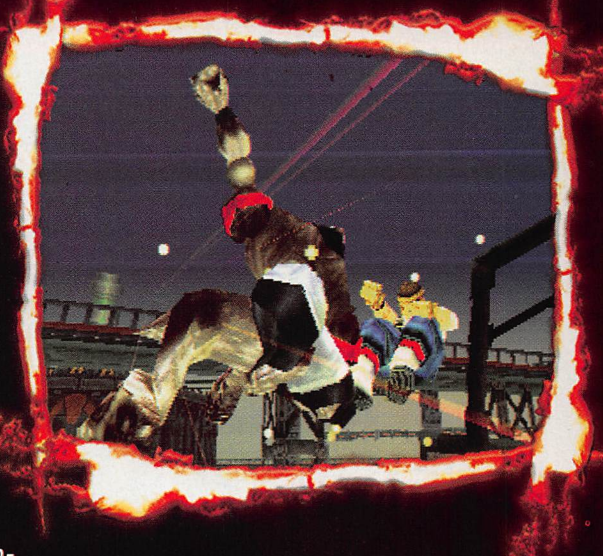










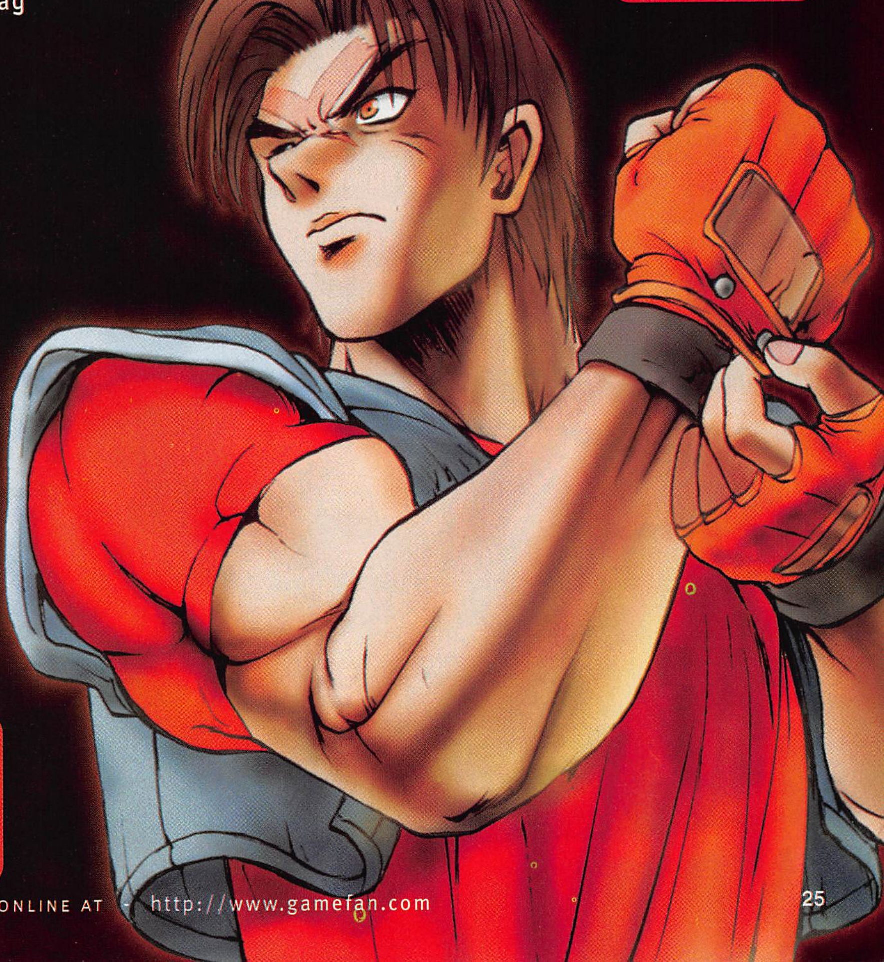


series. Each character has a different style, though nearly all special moves are performed with some type of standard quarter circle motions a la *Street Fighter*. Set combinations for each character require the proper button pushed at the proper time. Though this might sound restricting, there are more than enough combos to go around. Attacks are performed with either a punch button, kick button, and/or beast attacks button (more on that later), while blocking is automatic. Movement is standard 2D plane fighting, or you can turn on the "Side Step" option for full, no-holds-barred, 3D movement. And for those *Fighting Viper* fans, you'll find a clutch of borrowed techniques. First off, each character has a counter which works nearly identical to *Fighting Vipers*. All counters are performed with a quarter circle back motion along with a punch or kick command. Once performed, your character will charge up and delay his (or her) jaw-shattering strike. During this charging period, any high or medium level attacks will be immediately countered. However, counters are not invincible as low attacks will interrupt a counter, as will a well-timed special move. Hence, the countering system is more balanced than the free-for-alls of *FV*. Also, when your character is launched into the air, instead of helplessly falling to terra firma (making an easy victim of a pounce attack or an ugly juggle combo), you can roll out by pressing both punch and kick.

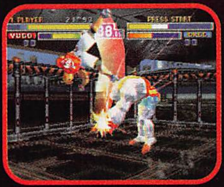
While the game is pretty hot as it is, it becomes explosively exciting when fighters begin to morph into battling beasts. By pressing the beast button (Circle button on default), a ribbon of light engulfs your character as you 'beastorize.' Once in fauna-form, you'll have more attacks at your disposal, the beast button becomes another attack button, and your character will heal some damage. Remaining beastly depends upon your beast meter, the indicator of how long you'll stay in anthropomorphic form. By constantly connecting with attacks in human form (or getting the snot kicked out of you), the beast meter will build up. Once in animal form, getting hit from attacks will diminish your beast meter and send you back to being a puny human. If more powerful attacks as a lycanthrope aren't enough, you can ravage the opposition by entering Rave mode. Very similar to the "Hyper" mode in *FV*, once a character is "raved" nearly any attack can be utilized in a combo as the raved character possesses little to no lag



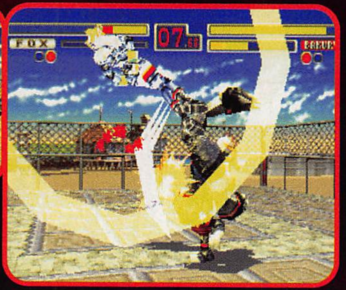















R
REVIEW

PlayStation

DEVELOPER -RAIZING

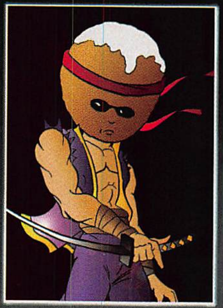
PUBLISHER -SCEA

FORMAT - CD

OF PLAYERS 1-2

DIFFICULTY -ADJUSTABLE

AVAILABLE -MARCH



DANGO
"Lions, tigers, and bunnies... oh my!!!"

time between moves. Perhaps the most visually impressive effects are the bloody gore that comes with morphing into beasts armed with wicked claws, slicing fangs, and other sharp, penetrating tools of death. I'm not a big blood and guts fan, but I must say that *Bloody Roar* does it quite, err, tastefully.

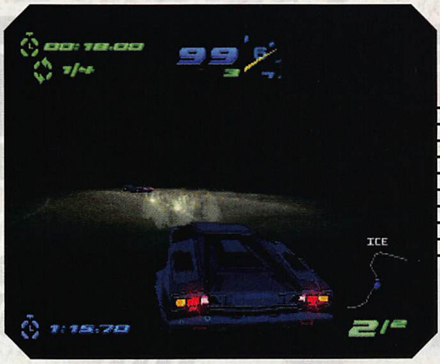
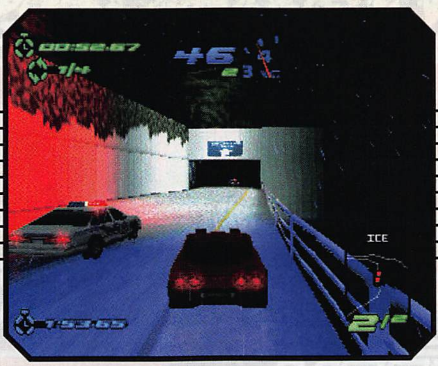
Sound effects are quite abundant and well done, but the music might not be everyone's cup of tea. Personally, I didn't mind the hard rock theme of the music but if wannabe Satriani guitar rifts aren't your style, you can change the soundtrack to alternative modern rock; though I found it none too pleasing to mine ears.

The longevity of this game will be tested as eight fighters seems to be too little these days; luckily, there are many options to be toyed with, and even more when you beat the game with each character. Endings are quite disappointing as the CG for the intros are also used in the endings. Mind you, nice CG is a great touch, and *Bloody Roar* doesn't have that touch as the CG fighters look too sharp and detail-deficient.

Without *Tobal 2* in the U.S. (somebody please help us, I beg of you), the fighting game genre is sorely missing one of the best brawlers going and it would seem that the drought may be over with the intro of *Bloody Roar* and shortly thereafter a hot little number by Namco; what was the name of that one? It finally looks as if we may be seeing a resurgence of quality fighters in the U.S. And while *Tobal 2* may never come to the U.S., *Bloody Roar* gives us a refreshing, complex fighter which has something many fighters are missing nowadays... pure, bloody fun.





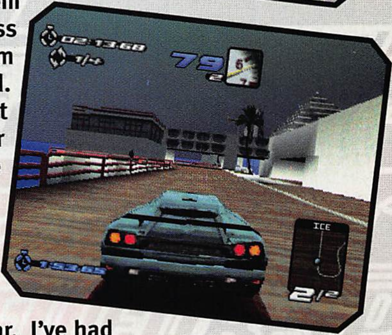

Need For Speed III

I made the mistake of playing through most of *Gran Turismo* (the import) before gettin' my grubby little paws on EA's *Need For Speed 3*. Why is that a mistake? Well, to fully appreciate what EA's done with the *NFS* series, you need to play the game. A lot. So, after an initially ho-hum first impression, I grudgingly kept playing... And guess what? I ended up liking it. Although *GT* is an awesome game, *NFS3* occupies a slightly different niche in the over-crowded world of PS racing titles. Let's kick the tires and take 'er around the block, shall we?

Graphically (always the first thing gamers notice), *NFS3* is above average—no flashy stuff, just straight-ahead high-speed racing. There are a couple of nice touches, though: First off, pop-up is pretty much non-existent; the track designs are ingenious, excellently laid out, and wonderfully long. My first four lap race took 14 minutes to complete! And secondly, the lighting in night driving mode is nothing short of spectacular. It appears they've improved the already-incredible headlighting from V-Rally, and the red-and-blue flashers of the police cars is also very cool, if a tad overdone.

The music has a nice techno-with-a-touch-of-rock feel to it, and complements the game nicely. Most impressive in the sound category, though, are the voices of the pursuing police officers in Hot Pursuit mode. This mode features many police cars chasing you down the roads, trying to cut you off, setting up roadblocks, etc. I swear I thought they'd added surround sound to the PS I first tried *NFS3* on, My head spun around to find the rear speakers, when in fact it was coming from the two little speakers in the TV. Needless to say, I was even more impressed when I took *NFS3* home and heard it on a real sound system. Very cool...

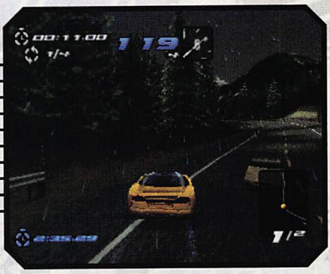
Control-wise, *NFS3* is a bit on the hard side. Most racing games are too easy in arcade mode, and take some getting used to in simulation mode. *NFS3* takes some getting used to in arcade mode, and I've not even begun to get the hang of simulation!

As I said before, the courses (there are eight, each of which can be raced forward, backward, or mirrored) are quite long, and I love the design of all of them so far. I've yet to gain access to the final tracks, but I'm sure they'll be just as good. Weather effects and night driving can be turned on or off, as can traffic on the roads.

Overall, I'd say *NFS3* is a straight-forward, no-nonsense racer with a great sense of speed, and is the best of the *NFS* series, by far. I've had a good time with it so far, and I'm sure I'll continue to. I'd say it's a must buy for *NFS* fans, and a try-before-you-buy for the doubters. But by all means, check this one out. R



R REVIEW | PlayStation

DEVELOPER - EA	# OF PLAYERS -2
PUBLISHER - EA	DIFFICULTY - AVERAGE
FORMAT - CD	AVAILABLE - MARCH



REUBUS
Hey, look! There's only ONE car I've never heard of...

Bust A Move

Dance & Rhythm Action

In the last issue, we briefly mentioned Enix's *Bust-A-Move*, a *Parrapa*-like dancing/Simon Says game. Everyone at the office was glowing over this game, and I'm here to tell you it's coming to America sometime this year. The name will be changed (to what we don't know); but we'll keep you posted.

This game was so popular in the office that there were times when I heard *Bust-A-Move* songs pumping from two sides at once - one guy playing, another listening to the music - talk about stereo sound. In a work environment like that, it was inevitable that I'd end up finding what all the fuss is about.





GET YOUR GROOVE ON AT 60 FPS!!!

The game is a two Player "Dance Off" in which you can attack and dodge, holding the beat all the way. Call it a "dancing fighting game." You're allotted two attacks per round; and if you land one, your opponent will be knocked on his/her backside while you continue to dance the round away.



Choose your character from the 10 to start (and 4 hidden), each with their own look, stage, music, and dancing style. Dancing styles range from hip hop to techno/industrial to '70s disco and even Capoeira (yes, what dancing fighting game would be complete without Capoeira?). I'll give you some examples of the variety in character selection: the Capoeira dancers are two aliens (yes, synchronized Alien dancing - "Moo Moo. Moo Moo.") Other characters include Gas-O (take D. Dark from *Streetfighter EX*, paint him yellow, and have him breakdance) and Robo-Z, a five story tall robot which you battle from a nearby rooftop. While you're dancing, cars will swerve through the intersection to avoid Robo-Z; and if your dancing gets out of hand, cars will crash and burst into flames. The backgrounds are interactive if you do really well (e.g., you can literally bring the house down on Frida's stage).

Gameplay consists of inputting the correct pad motions ("Do it right... Do it right... ShadowDancer") and timing a button press on the fourth beat of every measure. Unlike the dubious "that was close enough" button acceptance of *Parrapa*, *Bust-A-Move* will punish you for being a split second off. And if you think finding the beat will be no problem, every character's song has a different tempo. The game will mix quick thumping industrial







RHYTHM ENIX STYLE!!!





P PREVIEW

PlayStation

DEVELOPER -ENIX
PUBLISHER -ENIX
FORMAT - CD
OF PLAYERS 1-2
DIFFICULTY -INTERMEDIATE
AVAILABLE -NOW JAPAN



EGGO
Hey who's got the Power? Enix's got the Power...

with slower R&B and klaxon-blaring gangsta rap ("like Arnold Schwarzenegger I'm the only true Eraser..."). Some songs have constant drum beats to cue you, while others have moments of silence and offbeats to distract your timing. And in case you were wondering, the music for *Bust-A-Move* was done by Avex trax, a professional record label in Japan. We still don't know if Enix will change any of the songs or characters, some of which appeal to Japanese audiences more than American.

Winning is determined by the character who holds the camera's attention at the end of the song. Whoever dances better (strings together longer "combos") without losing the beat will get the crowd goin' and be in the spotlight. There's also at least two "solo" opportunities on every stage, where both characters are given time to show their skills without fear of competition.

The character textures are smooth and subtly goraud-shaded to round out the package. Both characters groove at 60 frames per second, and there are a lot of things going on in some of the backgrounds. Kitty-N's arena features an almost dizzying rotating camera which orbits around the characters during their dance solos (and there's light sourcing going on with multiple spotlights as well). The animation and motion capture are impressive to say the least.

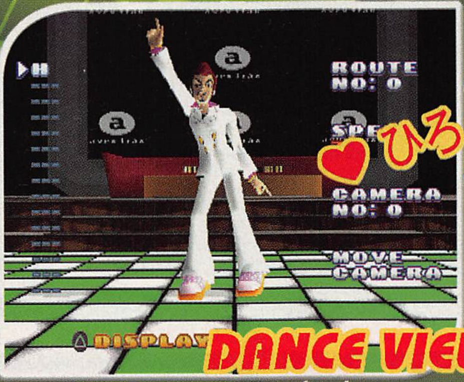
We'll be covering this one more in the coming months. As soon as we get the final name, we'll let you know. Till then, start practicing those slammin' dance moves, beeoch.



ATTACK!!!



DODGE!!!



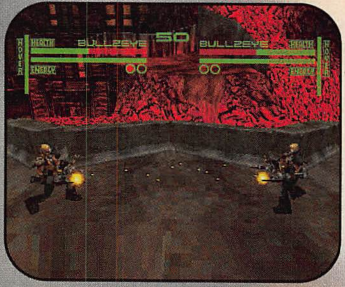
DANCE VIEW!!!



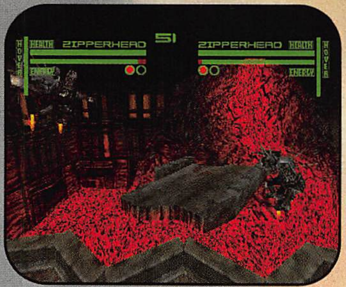
PRACTICE MODE!!!

♥ひろくーん！！！♥





















Okay, a piece of advice for you hardcore gamers: Expect some harsh words and cries of "heretic!" from your peers whenever you try to use the words "*Time Killers*" in any sentence. Even as I write this preview for Midway's latest 3D fighting game, *BioFreaks*, and make some vague references to *Time Killers*, I'm shunned by my fellow editors—running away from my cube in an uproar, while holding their ears as if they've just heard the new Spice Girls single.

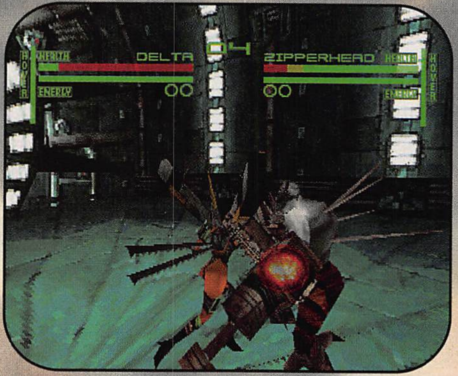
BioFreaks, coming out for the N64 and the PlayStation, is a 3D fighter that saw very limited (almost nil) exposure in the arcades; didn't make it past test, I'm afraid. *BioFreaks* features some very detailed characters, interesting gameplay features, and 10 large backgrounds. In addition to the ability to move in full 3D, all characters are able to fly via jetpack. This enables characters to reach high platforms to rain blazing missile death upon your targets. With the exception of fighting games like *Dragonball Z* and *Psychic Force*, *BioFreaks* breaks new ground by having both good aerial and land fighting gameplay elements.

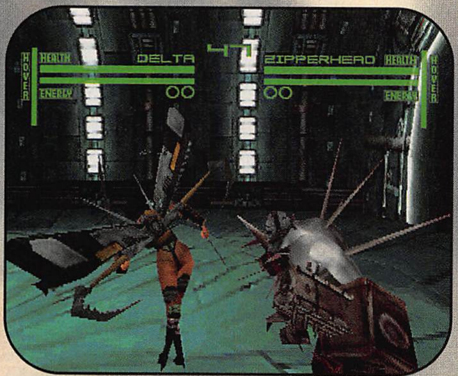
The only similarity to the aforementioned *Time Killers* (Editor's Note: One more reference to *TK* and you're outta here, mister) is that limbs can be hacked off during matches... Oh, and decapitations as well. Yup, once you lose your head, you're dead (gee, what a concept...). While this adds somewhat of a comical aspect to the game, gameplay is not quite there. Characters lumber awkwardly and special moves look rather plain. Control is alright, but not tight as a drum like upcoming fighters *Bloody Roar* or *Tekken 3*. Still, this is very early so we'll see.

No sound was available with our alpha version of the game, which will obviously be rectified in the final. While still early, the game still needs quite a bit of work to distance itself from being called a 3D *Time Killers* (Editor's note: That's it! Pack your bags!).

We'll be back with a full review on the N64 and PS revs as soon as we get ahold of a copy. So sit back and sharpen those implements of death—you'll be hackin' and slashin' before you know it. D







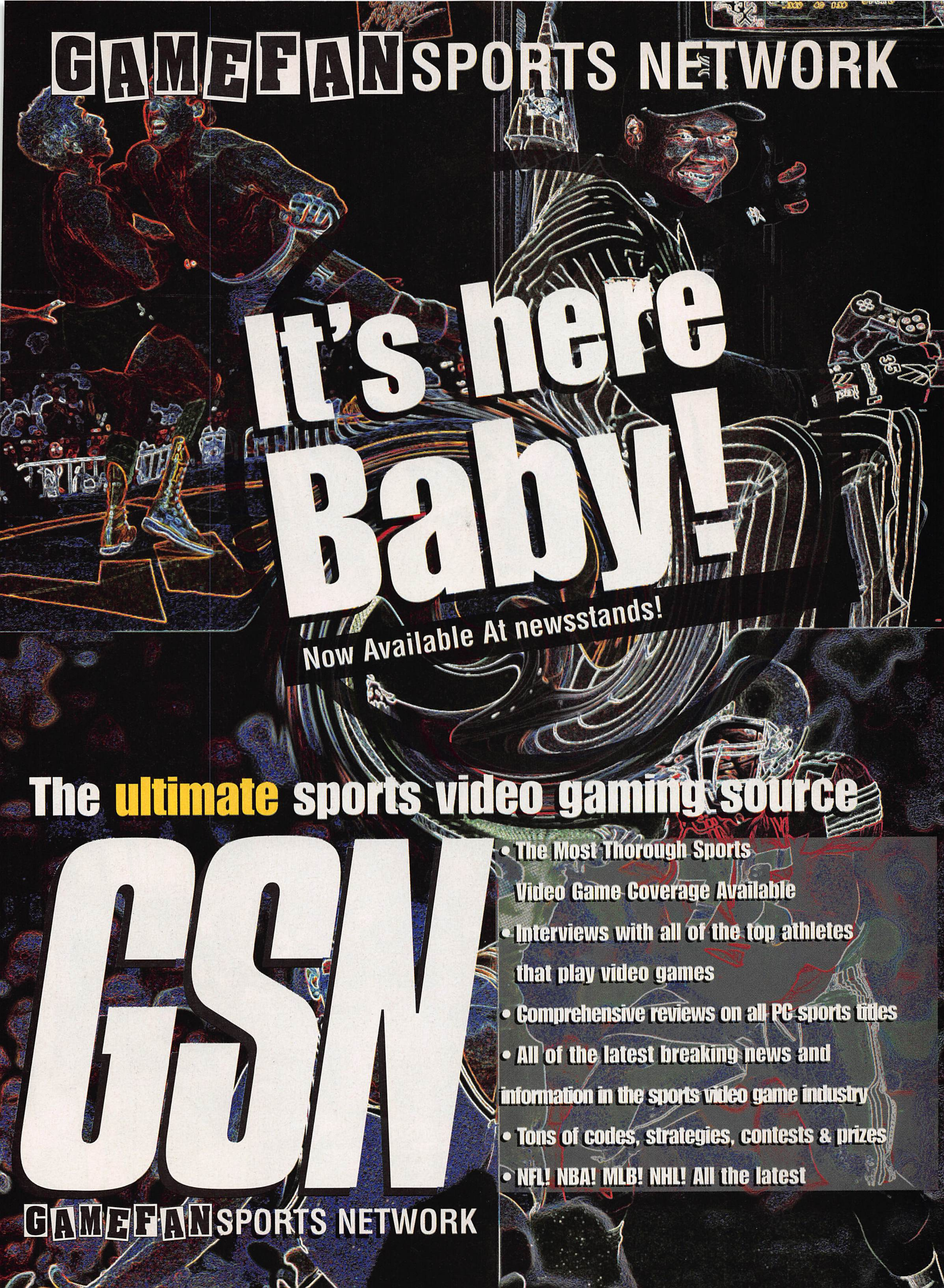
P PREVIEW | PlayStation

DEVELOPER - SAFFIRE
PUBLISHER - MIDWAY
FORMAT - CD

OF PLAYERS - 1-2
DIFFICULTY - ADJUSTABLE
AVAILABLE - 2ND QTR. '98



DANGOHEAD
Time Killers in 3D?


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Saga Frontier™

サガ フロンティア

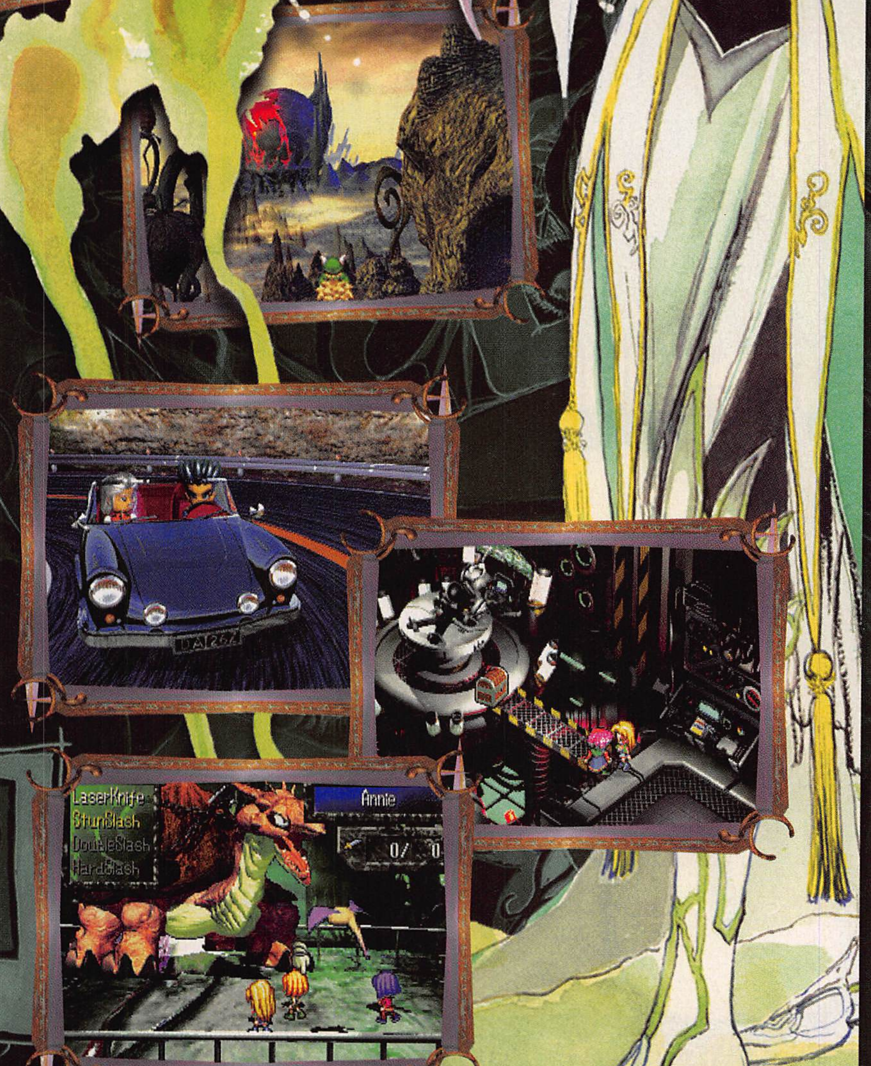


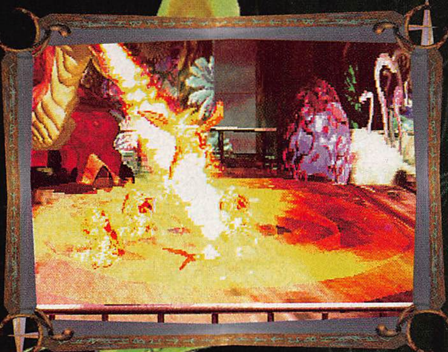
Square is back again. The company that brought you the masterpieces Final Fantasy VII and Final Fantasy Tactics is producing yet another RPG - Saga Frontier. The version we have to preview is only an alpha, meaning that there's still room for a lot of work to be done on it. First impressions of this game may not do anything for some of you: 2D sprites walking on trade-mark beautiful backgrounds.

But when I started playing the game, I got into it. There's quite a bit of "classic RPG" gameplay in Saga Frontier. Don't believe me? You'll be overwhelmed by the countless character classes, enemy skills you can learn, more party members than I have cousins (that's a lot), seven completely different plot paths, spell classes and a ton of spells, so many character attributes that you'll be learning new vocabulary, and enough status ailments to fill a DSM IV volume (Ed's note: for the collegiately impaired, it's a textbook).

After winning a battle, your characters will always level up at least once, because there are a zillion level up categories and you also have a large group. The party is limited to five members, but you can control up to three separate groups.

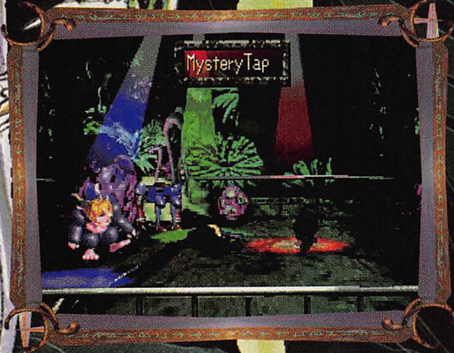
An RPG twist unique to the Saga series is the distinction between your character's hit points and life points. Hit points are the classic gauge of your character's life. When a character's hit points reaches 0, he/she will fall into a coma state (but not quite the cold embrace of death). For the remainder of the fight, he/she will be unconscious and still receive damage from enemies bent on sending them to the boneyard. Each attack inflicted on that character for the remainder of the fight will remove one life point (you start with around eight life points). When your life points reach 0, your character dies. And this is like real life. Death is death, there's no coming back. No phoenix tail is going to revive your sorry butt.















"The End" for that guy, he's history for the rest of the game; and if that person is your main character... then I hoped you saved the game because it just came to a swift close.

Yes, we've been spoiled in this era of 32-bits with easy role playing games. Raise dead spells? Ha! Nothing is given for free in Saga Frontier. You have to work to stay alive. And random encounters, instead of being a nuisance, can be avoided; you can see them coming because you'll see actual monsters wandering around the screen. If you bump into one, the battle occurs, and there's even a variety of "fading-into-battle" animation. Instead of having the screen always shake or spiral into the battle, sometimes your characters will be split left and right, other times you'll get a black hole effect-epileptics take note. There's plenty more, but my space is limited. If you want to avoid random encounters, hone your dodgeball skills and bait enemies (RE2 style) so that they charge and miss.

And if you want to level up your party by fighting everyone, then I advise saving often, because enemies are tough in Frontier. Some of them just don't care how big and bad you are. They'll slap you down without breaking stride. I made it to this turtle boss with four characters, each with about 120 hit points. First thing that boss did? Fire attack that hit everybody for 400 apiece. "Oh yeah!" And some of the enemies you encounter in SF have a billion hit points. After every round of beating on them, you're shocked that they're still alive and kicking. And remember the Dual/Triple attack techniques in Chrono Trigger where more than one character would attack simultaneously for a combined, powerful attack? That feature is present in SF and it happens randomly when you tell two or more characters to attack the same target.



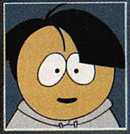


Welcome to the world of Saga Frontier, a classic RPG for the classic RPG gamers out there. You'll have to work at leveling up, learning all the enemy skills, developing new attack techniques, finding new characters, and solving puzzles. The puzzles in SF are the most challenging of any I've seen in an RPG. There's a lot to do in Saga Frontier, and with seven characters to choose from to start the game, there's plenty of gameplay here to amuse you for hundreds of hours on end. We'll be back with a full-blown review in the coming months, till then prepare yourself... -EGGO

P PREVIEW

PlayStation

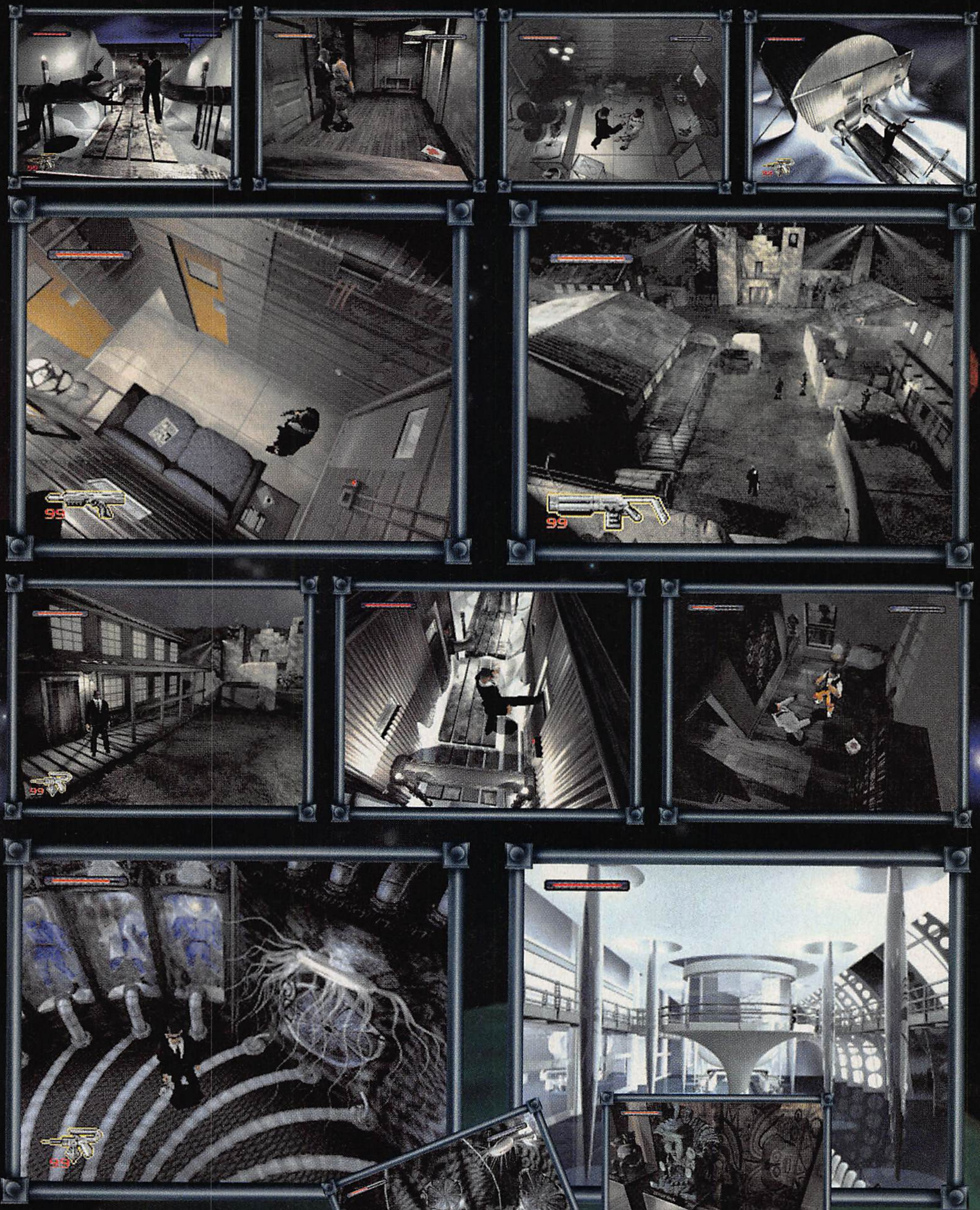
DEVELOPER - SQUARE	# OF PLAYERS - 1
PUBLISHER - SONY	DIFFICULTY - HARD
FORMAT - CD	AVAILABLE - 1ST QTR.



EGGO
The Square Saga Continues...

MIB
MEN IN BLACK

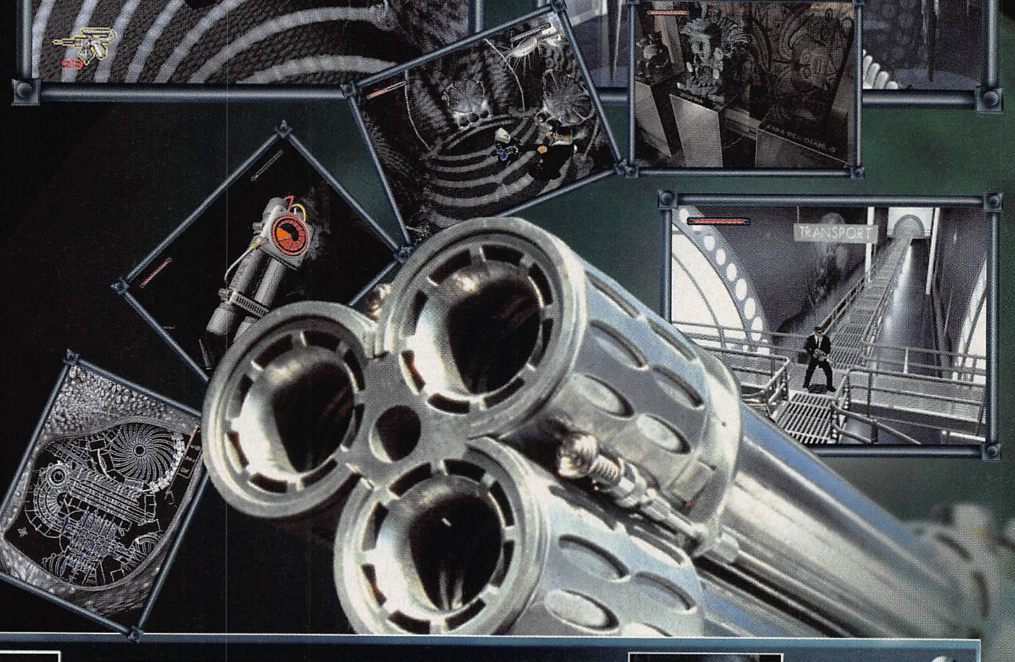
As is usually the case with movie-to-game conversions, it generally takes months (years, in some cases) after the motion picture is released before you see a single screen on the game; this could be a blessing or a curse depending on the title. Acclaim was notorious for this practice back in the 16-bit days, and as was often the case was just about never worth the long wait-especially considering that most of these games were the basically the same side-scrolling muck. However, with the late arrival of games like Goldeneye, this whole class of game has a newfound respectability. Which brings us to Men in Black, based on last summer's biggest box office hit. Take the role of any of three MiB agents and embark on a series of missions totally unrelated to the film. What's more, it only took this one about 8 months to make it to consoles, <sigh>.



MiB is set in a Resident Evil/Alone in the Dark-type environment; pre-rendered backdrops with polygonal characters super-imposed over them. The BG's are of a very high quality and the characters, not surprisingly, look pretty good. They're not Resident Evil quality, but infinitely better than the memorable Alone in the Dark games.

Perhaps the single best part of the game, however, is that it isn't directly based on its celluloid counterpart. In fact, the game would be an almost ideal concept for a sequel with just a little bit of tweaking. Instead of just playing through the movie with some minor changes, it's a whole new adventure set in the same universe. This also allows you to control Agent L (Linda Fiorentino's character from the movie), not to mention the return of Agent K (Tommy Lee Jones) as well as, obviously, Will Smith's character: Agent J. We'll deal with the story and such more fully in the upcoming review.

That about does it for this quick preview of this soid movie game. We'll be back with more on it as soon as a publisher is lined up for one of the hottest licenses going. Seeing as how just about every movie game out there (sans Goldeneye) is pretty lackluster this should enjoy some measure of success. -ECM



PREVIEW

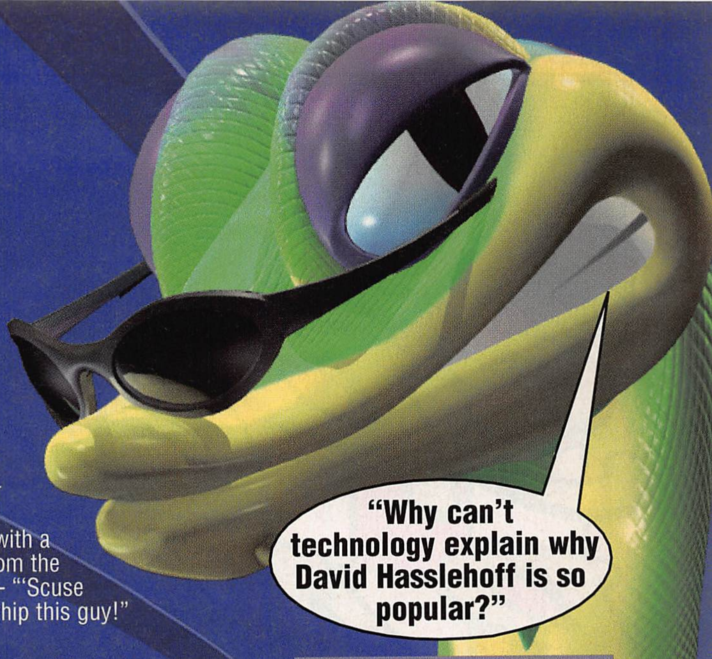
PlayStation

DEVELOPER: GIGAWATT STUDIOS/DESIGN LEAGUE	# OF PLAYERS - 1
PUBLISHER - TBA	DIFFICULTY - MODERATE
FORMAT - CD	AVAILABLE - 2ND QUARTER



"Please look this way" <FLASH>...

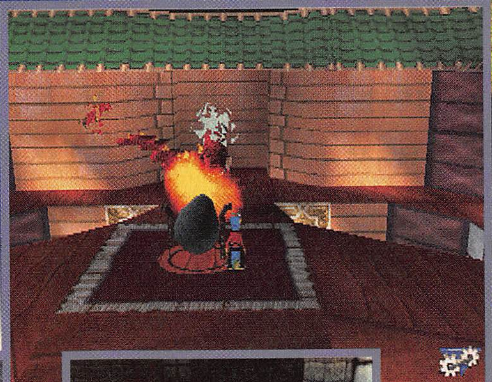
GEX™ ENTER THE GECKO



"Scotty... Beam me into an Ivy League Sorority House."

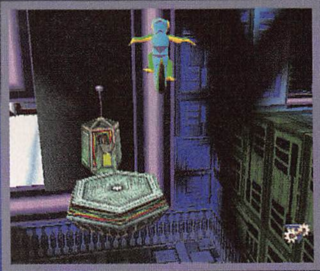
Here's our final review of *Gex: Enter the Gecko*. In case you've been residing in an outhouse usin' cave in the wall for the past six months, I'll give you the condensed version of our previous *Gex2* coverage: "mind-blowing," "fully explorable 3D backgrounds," "chock full of witty Gex humor," and "incredible, funny, detailed theme worlds".

What has *Gex 2: Enter the Gecko* got that other PlayStation platformers don't? Dry, silly humor and a 3D environment. Plain and simple, Gex has so many one-liners, that there's sure to be at least one that will make you laugh. These one-liners, which are enough to make the game right there, parody all sorts of movies and television shows including *Star Wars*, *Lost in Space*, and *Jurrasic Park* to name but a few. And many, many more witticisms have been added to the final version than were in the last. We've heard at least 100 different lines spoken by Gex, and are still hearing new ones all the time. It's not just TV and movies either, he pokes fun at individuals such as Margaret Cho, Geraldo, and Mr. Blackwell.



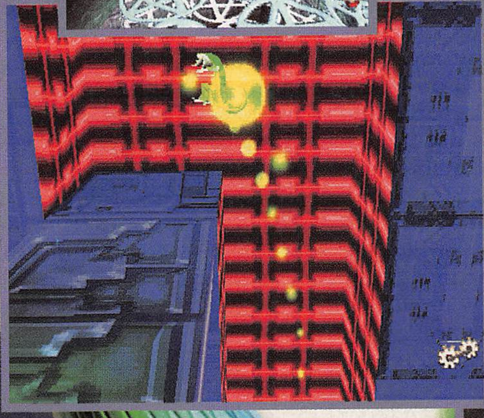


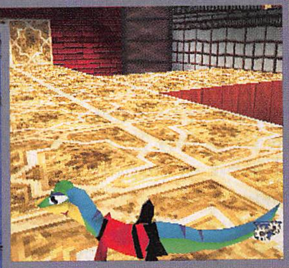


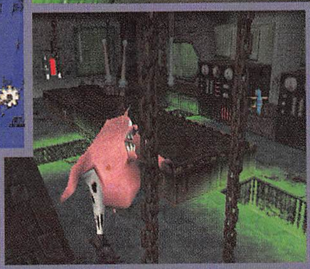












There's also a cool level called "Gexzilla vs MechaRez" in which you're a larger than life Gex and you battle MechaRez, a giant mecha-lizard, ("Bah-bu-rah! Bar-bu-rah!") on the streets of a city. In the course of your epic battle, you'll smash buildings and stomp around the tiny streets of the petrified town.

Most of the polygon problems which plagued previous versions of the game have been fixed in the final. Gameplay itself hasn't really changed or added anything to the genre. You've got a "Jump" button, and you're on your own. Gex can also tail bounce (a springier height climber), duck, and push objects. But those new moves aren't used too much. If you boiled away the humor in the Gex worlds and one-liners, you've got a somewhat bland 3D platformer.

So, if you don't have a sense of humor, do yourself a favor and... get a life! And while you're doing that, get yourself a copy of *Gex2* for your friends. I'll end this review with a singing quote from the Gexster himself - "'Scuse me while I tail-whip this guy!"

"There's a Gecko on my tail. R2, see what you can do about it..."

R REVIEW | PlayStation

DEVELOPER - CRYSTAL DYNAMICS	# OF PLAYERS - 1
PUBLISHER - MIDWAY	DIFFICULTY - EASY
FORMAT - CD	AVAILABLE - NOW



Eggo

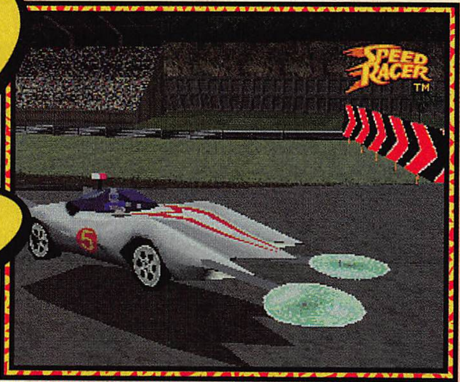
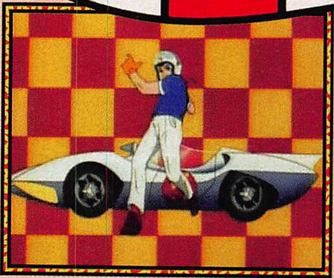
"Danger, Plumber Boy! Danger!"







SPEED RACER

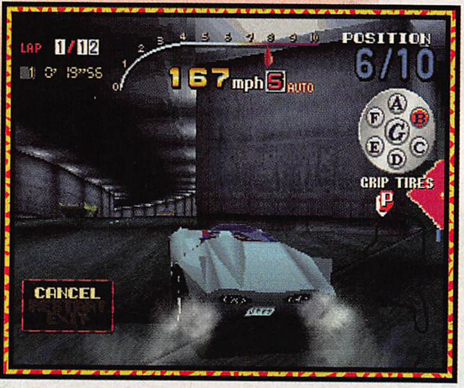






Ahh....the memories of *Speed Racer* during my childhood were...um, brief. You see, when *Speed Racer* came out, so did *Battle of the Planets* (*Gatchaman* for the anime faithful) which was so much cooler than *Speed Racer*. Don't get me wrong, *Speed Racer* was kind of cool, with all its racing drama, all the neat toys on the Mach 5, and really, really bad dubbing, which added a humorous edge. Zoom ahead almost 20 years into the future, where retro is the "in" thing. And of course, what would be more retro than having Jaleco bring us *Speed Racer* on the Playstation, complete with all the Mach 5 gadgets, racing elements, but without the bad dubbing (which, strangely enough, I miss).

Coming out in Japan about a year and a half ago, *Speed Racer* might've suffered from bad draw-in and pop-up; an ailment that afflicted many racers of that time (oh, *Daytona CCE*... you could've been good, baby). Although there's still a bit of pop-up, there's nothing that really detracts from the gameplay. However, being at least a year since it came out, there are some graphics that are rather poor by present standards. When racing by a waterfall, you will definitely notice how sad it is both texture-wise and animation-wise... For that matter, I don't even remember if it's animated or not, so hold on (putting rev of *Speed Racer* in nearby Playstation and checking right now). Okay, it's confirmed... poor waterfall animation. Nearly all the graphics in the game aren't that impressive and are barely up to today's standards. Lighting effects aren't that great either, especially when the sun goes down (I didn't know the sky turns a yellowish-green when the sun begins to set—must be some that 'southern California in 20 yrs' look). When racing underwater, the environment is not exactly what I would call good, either; actually it's damn ugly. Yep, graphics aren't this game's strong suit.

What saves it from utter mediocrity is the gameplay. While not a serious racer, you have all the required elements: Power-sliding and braking are done





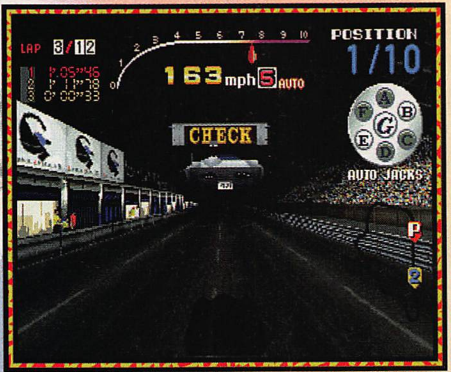
REVIEW

PlayStation

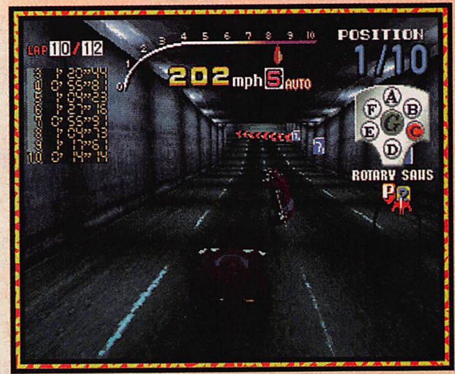
DEVELOPER - JALECO	# OF PLAYERS - 1
PUBLISHER - TOMY	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - NOW

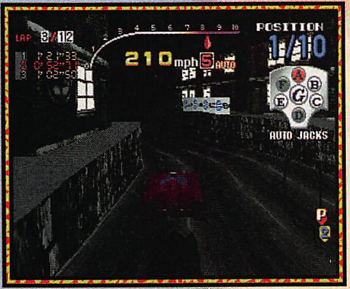


DANGOHEAD
"Spridle and Chim Chim... Get out of the Mach 5! You too, ECM!"









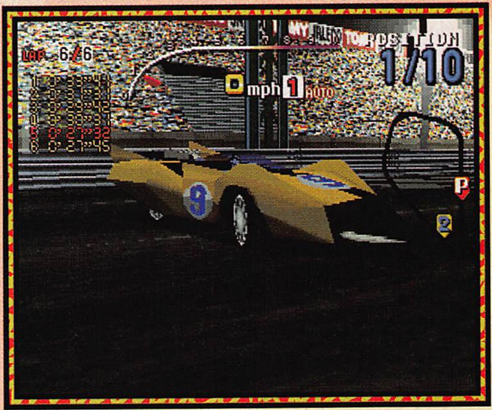


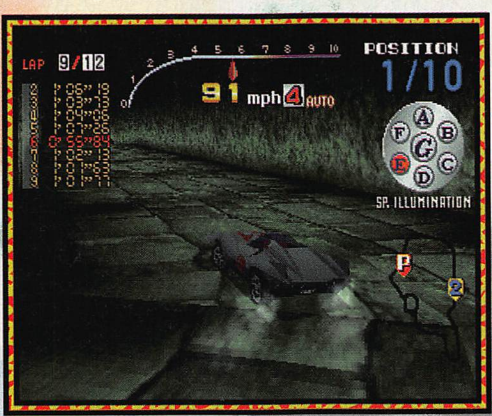




quite well. There are a couple of short cuts in the game, some of which are reached through ingenious driving and use of proper tools. And of course, being a *Speed Racer* game, you have all those gadgets including Auto Jacks (enabling jumps), Rotary Saws (to cut both trees and opponents down), and Deflector with Periscope (enables underwater racing). These toys can be activated at anytime, though you won't really need to use them unless you find the short-cuts. Which brings up another downfall of the game: With only three tracks to choose from with 2-3 shortcuts per track, the game is way too short. While there are a number of secret cars to obtain, racing around the same track 20 times to get them isn't what I'd call "fun" or "loaded with long-term playability." What's probably a bigger issue is that the game is strictly for one player. That really bites, as a two player split screen mode would predictably add some much-needed longevity.

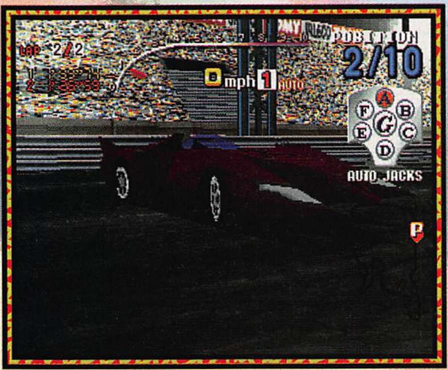
What grates the most, though, is the sound. I'm usually pretty hip to any type of music, but corny techno soundtracks aren't my entree of choice. While it won't

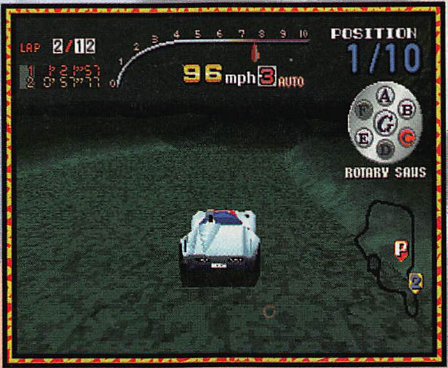




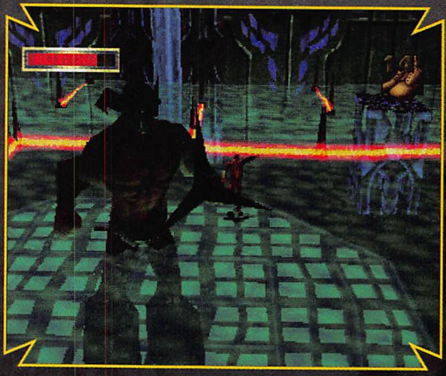
cause rampant ear-bleeding, it makes you clamor for a way to turn it off, but, well, there isn't any. And while the music isn't my cup of java, it's the sound effects that will have you praying for deafness. While zipping along with a fellow racer just ahead of you, a cheesy, high-pitched, voice will announce, "Hey, catch him!" Like I needed to know that. Like I needed to know that EVERY TIME there's an opponent ahead of me. It's also a bit disconcerting that whenever I pass another car it always sounds the same; some variety would have been nice. The sound effects need much help. Can that back seat driver's voice (Ed's Note: That's funny Dango, wish I could do the same to you sometimes) and I might manage.

All in all, this is not a good serious racing game, nor is it a bad novelty racer. It winds up being a somewhat typical racing game on the Playstation—just one with a *Speed Racer* theme. While this adds a lot of character to the game, only the true *Speed Racer* fanatic will find pleasure here. Everyone else will find it a passing fancy; a quick, enjoyable romp, but not up there with *Gran Turismo* or *Rage Racer*. **D**





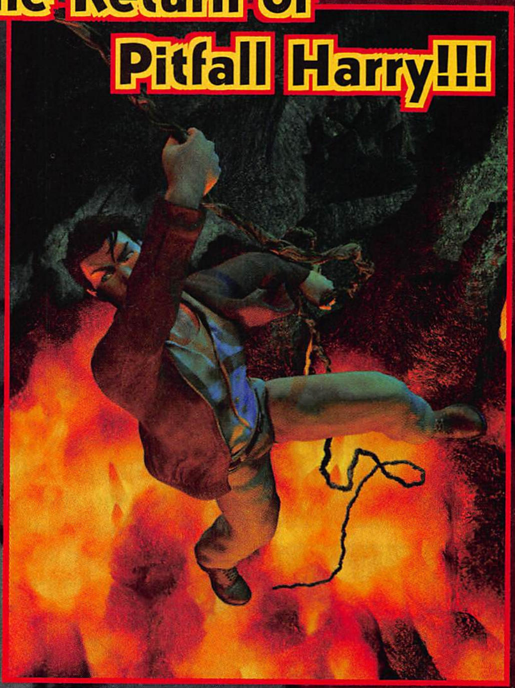






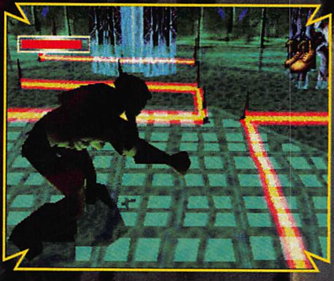
PITFALL 3D
BEYOND THE JUNGLE

The Return of Pitfall Harry!!!



Employees of GameFan enjoy any number of job-related perks: All the waffle chips we can stomach; making fun of Shidoshi's choices in hair color: "Gee, I didn't know you could have plaid hair... <snicker>"; abusing the low ping at GF's *Quake 2* site (quake2.gamefan.com); forcing the newbies to eat all those damn waffle chips; and last but not least, getting to play a legion of games far before the general public (you) gets a crack at 'em. Generally, by the time the review version shows up there's usually a rough number in mind for a Viewpoint score. Based on early revs, *Pitfall 3D* had a hot date with a high-velocity rifle discharge (that's a bullet to you laymen out there). However, the review copy has rectified so many earlier problems, that surprisingly, the game is actually pretty darn good.

Gameplay takes place in a more 3D version of everyone's favorite marsupial, *Crash Bandicoot*. If you combined both types of engines in *Crash* (left/right and z-axis) you'd get a fairly good idea of what to expect: limited, but good, 3D movement. Control is relatively solid, but the jumping mechanic needs some work. Anticipating jumps is extremely important in order to pull them off without facing a neck-snapping fall. A pull-up move as in *One* and



R REVIEW

PlayStation

DEVELOPER - ACTIVISION	# OF PLAYERS - 1
PUBLISHER - ACTIVISION	DIFFICULTY - EASY
FORMAT - CD	AVAILABLE - NOW

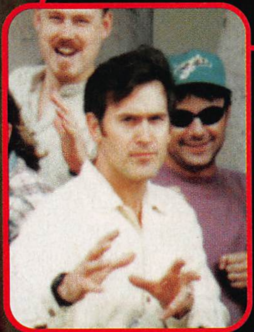


ECM
"Groovy"... Oops, I mean "Yummy."









BRUCE CAMPBELL!!!

One of the best parts of the game is that Bruce 'Groovy' Campbell provides some *Gex*-inspired comic relief. Sprinkled throughout each level, the *Evil Dead/Army of Darkness* actor's quips and snippets add a little flavor and some personality to Harry Jr. Some are funny, others are, well, not funny, but it's a nice addition and many a Campbell fan may want to look into it for that reason alone. Never can have enough Bruce Campbell, I always say. Oh, and remember, "Shop smart, shop S-Mart."





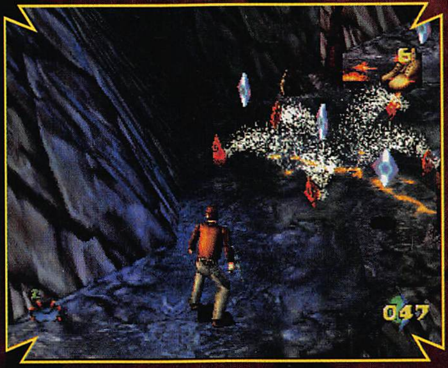
Tomb Raider 2 would have been much appreciated as well. Beyond that, be very wary of the 'into the screen' movement as depth cueing is not this title's forté. However, once the somewhat sketchy control is mastered it becomes quite enjoyable.

The only issue beyond the slightly off control was the repetitive gameplay. Too much of the game involves switch-flipping. You know, hit this switch to open this and hit that switch to raise that (*Tomb Raider* is guilty of this as well). In the game's definite favor is the sheer size of each level—they're absolutely huge, and probably the best thing about this title. There certainly aren't going to be any complaints that Activision didn't provide enough bang for your buck.

In the graphics dept., *Pitfall* isn't going to a) set the world on fire; b) win any awards; or c) set a new high watermark for the genre. What's there is decent but don't expect the visuals to match games like *One* or *Crash Bandicoot 2*. The frame rate is a little choppy (exact numbers are hard to come by without Nick Rox around, <sigh>), and there is slowdown on occasion. On top of that, everything has a decidedly low-res look to it; perhaps due to the fact that they're squeezing such HUGE levels into a tiny RAM space (should have looked into some of that handy streaming technology). The basic lesson here is that you shouldn't be expecting *Pitfall: The Model 3 Adventure*.

So clay pigeon or fairly enjoyable platform romp? I'll have to take the latter, as the *Indiana Jones*-style gaming was fun straight through to the end. Sure it has some issues, but that doesn't stop *Pitfall 3D* from being a good game. Not remarkable, nor outstanding, but a solid adventure to while away a rainy day or (in the case of southern California) a deluge of Biblical proportions. Take this one out for a swing as there aren't too many like it in the coming months—not something you can say for certain other genres... "Oh God, not another fighting game...kill me...please..." ECM







X-Men vs. Street Fighter Ex

CAPCOM· FIGHTING · TBA



After the unbridled spectacle of the Saturn rev of *X-Men vs. Street Fighter* (4 Meg power!), comes the long-awaited PS EX revision.

Although not a straight port of the arcade due to PS RAM limitations this one is still set to take all PS gamers by storm.

EX introduces a number of new modes, options, and goodies that will make the wait worth it. Foremost among them is a training mode that didn't see the light of day in the Saturn version; a nice addition.

It also features a modified system of play that removes the tag feature from the arcade and Saturn versions. Instead you get super-cancels, tag-team specials and alpha-counter style reversals.

This is the first (of three) games that introduced the *X-Men and Street Fighter* characters into the same universe for a massive brawl of epic proportions. The fevered dreams of the most hard-core comic fans were answered in this battle of titanic proportions.

We'll bring you much more on this hot title in the coming months (as soon as Capcom gives it the official nod for a US release), and be happy that you'll at least get one version of this game in the US. Now let's see a version for N64!









Wargames

MGM INTERACTIVE · ACTION/STRATEGY · 2ND QTR.





MGM Interactive has decided to start utilizing the movie licenses at its disposal. An unlikely choice is *Wargames*, the "What If?" Cold War film, starring Matthew Broderick. In the film, a Defense Department computer, WOPR, goes haywire, scaring the U.S. military into believing that the Soviets have launched a nuclear strike against the United States. Thankfully, it turns out to be just a computer malfunction...

Wargames, the video game, takes the idea a step farther. It's the near future and two warring factions have locked horns in battle. Play as either WOPR or NORAD through 30 missions (on some pretty big maps).

There are 32 units to control, from recon jeeps to big-ass tanks and helicopters. Epic music and some sharp graphics punctuate the fun gaming and tight control. The addition of Co-Op and Deathmatch mode, allow two people to enjoy *Wargames* at once.

A smart looking title that fuses *Command and Conquer* with *Return Fire*, *Wargames* could be a sleeper hit. Now, if only all of the other movie studios, with interactive divisions, could follow suit and use their licenses creatively, then maybe we could get some of our favorite flicks on the console. (a *Rollerball* game is coming soon!!)









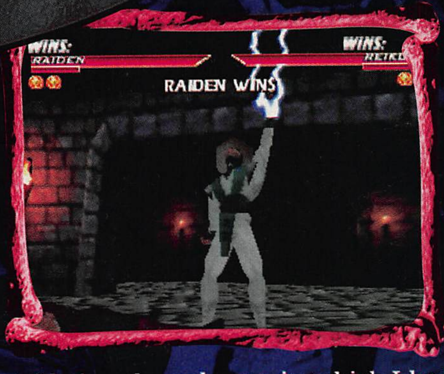




MORTAL 4 KOMBAT







Witness, mortal, as the sky fades to a black deeper than the darkest night… storm clouds to rival the rage of the furies bring lightning and thunder to eclipse the might of the gods themselves… screams of absolute pain and agony beyond comprehension ring throughout the writhing, weeping air. Welcome, warrior, to the Netherworld…the time is now… prepare for *Mortal Kombat*!

And so begins GameFan's trek into Midway's most ambitious console conversion to date: Taking the unbridled power of their latest arcade hardware, Zeus, and caging it within the stifling confines of Nintendo's 64-bit black box. Can the sheer ferocity of *Mortal Kombat 4* be contained by a mere 256-meg cartridge? Or will it prove fatal to Nintendo's chosen champion? Let us delve into the bloody, brackish waters and begin the rite…

Now, to be completely and totally up front about this, I have never been a big fan of the *Mortal Kombat* games, with *Mortal Kombat 2* being the only one in which I had more than just a passing interest; although the 'real' combos and such made it a good game. I wasn't exactly worked up over the prospect of yet another *MK* game. *MK1, 3* and the <ahem> creative use of platforming in *MK Mythologies* just weren't my cup of tea—heck, they weren't even my cup of treacle.

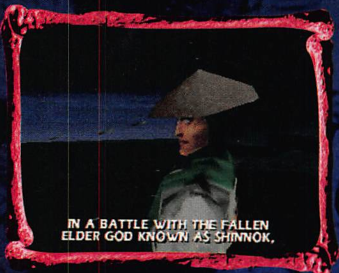
So when I heard that Midway was continuing the franchise into the 3rd dimension, I uttered a bleak prayer to the fighting game gods that this one would actually be a halfway decent game. And as the arcade game began appearing all over the US, and I finally got a look at what the Zeus hardware could do, I had to admit that, if nothing else, the game certainly looked nice. Even then, though, I couldn't bring myself to play it more than once or twice simply because I felt I would be betraying all the 'hard core' gamers out there that simply cannot deal with anything that has the initials 'MK' in it.

PREVIEW — NINTENDO 64

- DEVELOPER - MIDWAY
- PUBLISHER - MIDWAY
- FORMAT - CARTRIDGE
- # OF PLAYERS - 1-2
- DIFFICULTY - ADJUSTABLE
- AVAILABLE - 3RD QTR. '98



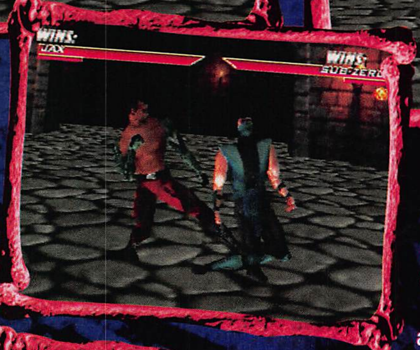
ECM
I'm only happy when it rains... *BLOOD!!!*





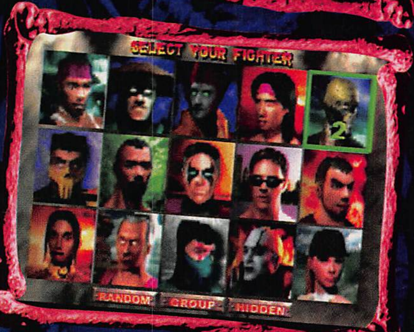


There it sat at the local arcade, garnering a look or three as I made my way to play all the 'real' games out there (under the pretense that I didn't want to 'waste' the money on it). Which wasn't exactly fair, to say the least. Then something really strange happened (well, maybe not *that* strange). Midway sent us a very early version of the game for the N64. I laughed, scoffed, and what have you: I mean really, what chance does a cart-based system have of capturing even a fraction of the power of the 'million polygons per second' Zeus hardware? Are they insane over at Midway? As it turns out, I popped the cart in and realized that this was a pretty decent game. Actually, it blows the doors off of every other N64 fighter, even at the 20% complete mark.









Right now you're thinking, "Big deal, so it's better than any other N64 fighters. Like that took a whole lot to accomplish—I could probably program a better N64 fighter on my C64 while blind-folded, with rabid weasels nipping at my ankl-"—OK, I get the point. However, just because it destroys all the gimped fighters on Nintendo's brawler-deficient machine doesn't mean it can't play with the big boys on those 'other' consoles.

The one important key that I had apparently missed, up until now, was the fact that *MK4* plays a whole lot like *MK2*! For whatever reason, I never noticed it before—probably because I didn't want to admit that I liked another *MK* game; living in denial is fun. That and nobody here or on the Internet ever mentioned that it played almost exactly like *Mortal Kombat 2*—something that would have changed my tune in the same amount of time it took for me to dismiss it in the first place. And while I'm sure you're all relieved to know that the game does indeed play exactly like the arcade rev (after going back and doing some blood-letting myself), the biggest question going is how does it stack up graphically and aurally with the Lord of Olympus...





Amazingly, or perhaps not so amazingly the N64 version, even at a meager 20% or so, compares favorably with Midway's





























latest polygon pusher. While it's nowhere near a one-to-one ratio at this early state, there's no reason why it shouldn't only get better from here on out. All of the characters are in: Scorpion, Sub-Zero, Reptile, Sonya, etc. all made it over intact to the memory-is-at-a-premium, cart-based N64. The characters are cleanly textured, well-colored (none of the usual washed-out N64 look). And while the characters look good in screen shots, it's the motion capture on the characters that will send your jaw into a rapid, bone-shattering vertical decent—it's absolutely stunning. All of the movements were apparently ported straight from Zeus onto the N64 with no loss of frames or animation. And in fact (though I'll get tons of mail on this) it seems to be at least as good and at least as fast as the PS rev of *Tekken 3*; in fact, it may be faster. At this point the only problem with the visuals would involve the fact that, as of yet, there is only one background fully implemented: the Lair, complete with spiked ceiling fatality. That, and the characters seem to need a little more filling out in the polygon dept. They don't look bad, just not as close to the arcade game as they could be. This is more a sympton of its very early state than anything else, however.

As with the graphics, the aural end of things is shaping up just as impressively. Though a number of the sound effects are placeholder, what is in there thus far is encouraging. Primarily the actual flesh-rending blows sound just as deep and bassy and are as pleasing as the arcade game—none of that 'hitting tissue paper' effects found in countless other fighting games.

That about wraps up this GameFan exclusive preview of *Mortal Kombat 4*. We'll have more on this one in the next two months, leading up to the full review. If Midway manages to tweak the polygon counts on the characters and implements all of the backgrounds as successfully as the Lair, Midway will have a runaway best-seller on their hands. Heck, even at 20% complete it rocks all the other fighters out there on Nintendo's power monger (I can't stress that enough, can I?). ECM







FATALITIES

Blood-Letting 101

Greetings class, my name is Professor ECM. I have a doctoral degree in blood-letting and high speed dismemberment. Today we'll be taking a look at the various techniques practiced by experienced students all well versed in the art of anatomy re-organization and pain elicitation. Note-taking won't be necessary but there may be a quiz at the end of class. Open your text to page 7 and let us begin...





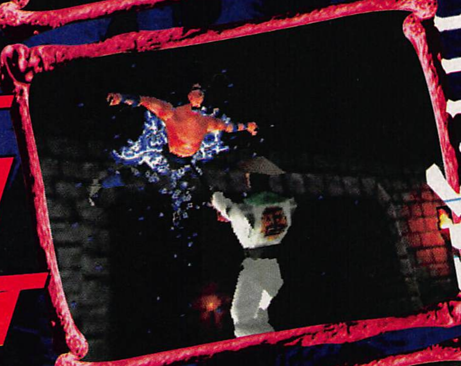
Scorpion
Hailing from the State University at Hell, Scorpion is a member of the fraternity Alpha Phi Demonicus and an experienced fellow at external spontaneous human combustion. Notice the rippling waves of flame emanating from a volunteer at a recent conference on "Fire and its Applications Beyond BBQ".

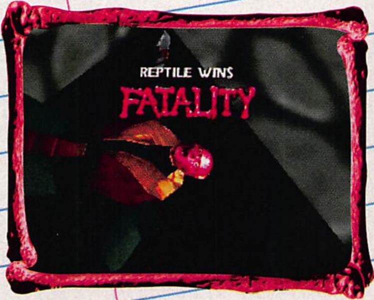
Sub-Zero
Hailing from the Orient, Sub-Zero comes to us courtesy of the Lin Kiu School of Creative Business Resolutions in snowy northern Japan. Mr. Zero is a veteran of several spine-removal procedures generally used as a tool of negotiation in tough legal cases. Note the completely intact column with nary a single vertebrae missing. He is truly a master at his craft.





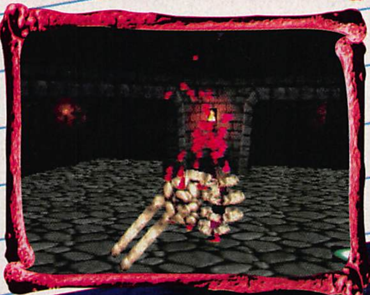
Below is a sampling of a number of other students that we'll go into more detail on next class. Please be sure to read chapters 1-3 and be prepared for a hands-on practical exam—be sure to bring a couple of extra pints of blood of your type...



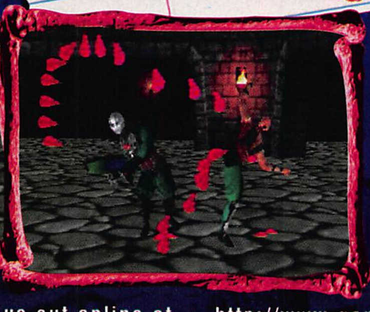














Snowboard Kids





There I was, sitting at my desk, minding my own business. "Hey Shidoshi." I look up. It's ECM. "I think you should review Snowboard Kids. It's your type of game." Cold stare from me. I can just imagine the conversation that took place somewhere in GF HQ before his talking to me. "Let's give this game to Shidoshi. It's totally fruity... right up his alley!" But, there has to be someone at every video game magazine who loves the cute, strange, wacky Japanese games, and I feel no shame in being that person. And why not look forward to SK? If there is any company out there who can make a snowboard game that I actually care about, it's favorite of mine Atlus - unless, of course, SNK suddenly announced a snowboarding game. There I am, controller in hand, guiding Blue Mary down the slopes, the cool mountain air whipping through her flowing blonde hair. Err... but I digress.

Let me warn you right now: if cute is absolutely not your thing, you're going to cringe when you pop in SK. The characters in the game are little creatures that I would best describe as being SD versions of the two spies from the Spy vs. Spy comics. And like the Black Plague (my personal favorite communicable disease), their cuteness spreads throughout the entire game. There are five of these odd-looking children to choose from, ranging from Slash (the black haired Ryu-esque hero) to Nancy (required

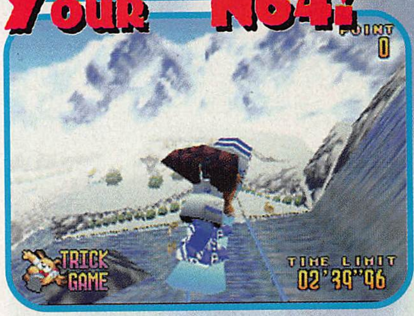








Catch The Kids Stylin On Your N64!



adorable girl). The game would have benefited from a larger selection of characters, but that's life. What is nice to see is a wider selection of tracks than in most cases - six are included here, to be exact. And it isn't just a case of "well, this track has more mountains on the sides than the last one" - these are six very different and specific tracks, with detailed and varied backgrounds and scenery. Sure, your typical downhill slalom type is included, but what about a track through a town that has you snowboarding on nothing but lush, green grass?

Truth be told, the game somewhat reminds me of Mario Kart. While barreling down the hill, there are coins littered all along the trail. After pick-

R REVIEW

NINTENDO 64

DEVELOPER - RACDYM
PUBLISHER - ATLUS
FORMAT - CART

OF PLAYERS 1-4
DIFFICULTY - EASY
AVAILABLE - NOW



DOSHI-CHAN New and Improved, now with more consontants.





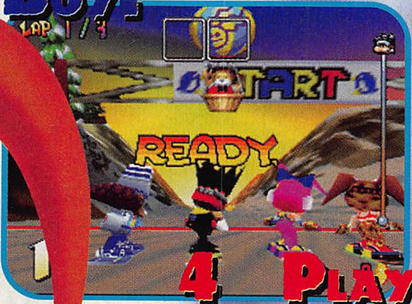


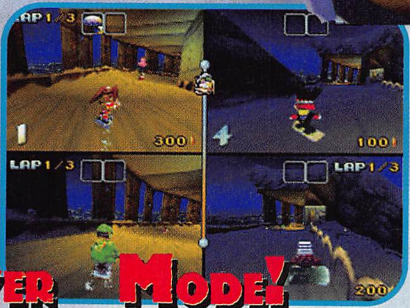
ing some of these up, you can board through two different kinds of "shops" (which are actually more like snowmen that you senselessly run down). When you run through one of these two shops, you exchange 100 gold for either a weapon (which can be used to hurt your opponents) or an item (which can be used to help you). Thus, the game comes off as being not only a test of skill, but a brutal battle to see who can put their opponents through the most pain, agony, and bone-rending crashes. But this normal "Battle Mode" isn't the only option in the game. As well, there is a Time Trial mode, and a third special mode that brings up one of three games: Speed (where you see how fast you can reach the goal by collecting speed burst items); Trick (where, of course, you try to perform cool tricks for points); and Shot (where you are given an on-board [pun intended] cannon with which to blow away helpless snowmen). There's even a snowboard shop where you can purchase new and better boards, or give your current board a new look (two words... "Moon Eyes").

Control is good, and different from most snowboarding games. Instead of having a quick turn button, you tighten your turn by pressing down/(left or right) on the analog pad. While it takes some getting used to, especially if you're used to the button method, it works quite well once you've gotten the hang of it. Music is a matter of taste: if you're into the whole look and attitude of Snowboard Kids, you'll probably get into it, while if you're used to techno or screeching guitars in

Hey Lover Boy!







4 Player Mode!

your snowboarding games, you might be turned off. Best of all, the game plays great no matter if you have one, two, three, or four players in on the action. One player mode is silky smooth, two players run along great, and four is a bit slower, but no where near struggling.

So, there you have it, Shidoshi's review of Snowboard Kids. If this game can actually make me really enjoy snowboarding games, then I think you should let it into your home and heart as well. As long as you don't come looking for a serious, technically hardcore game, I'm sure you won't be disappointed. 'Doshi

Custom Mode!

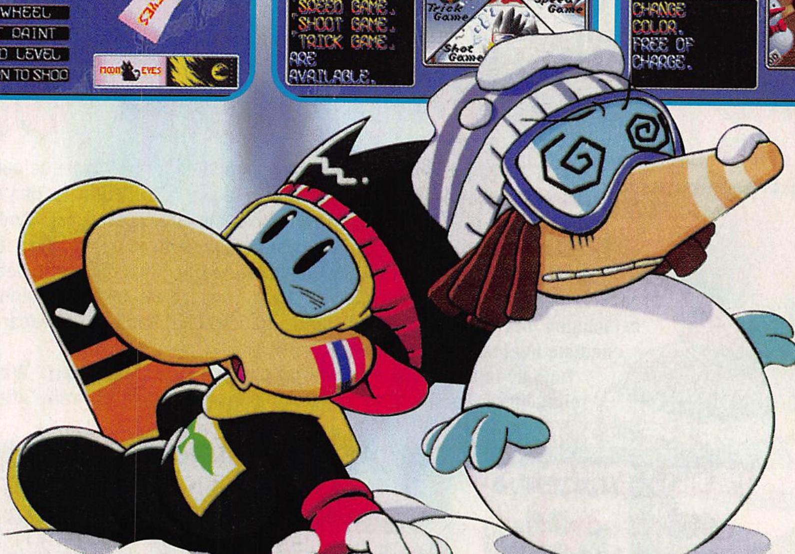












Hey! I Thought We Were Kids!



Quest 64





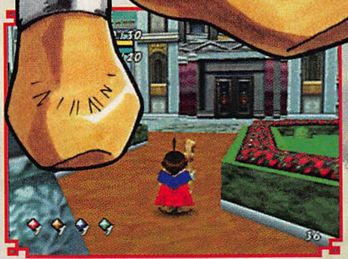


The thunderheads are looming... What could be one of the stand-out N64 titles of '98 is slowly coming together. *Quest 64* will give *Zelda* fans even more to froth over.

In the December issue, we told you that *Quest 64* was a beautiful looking, real-time gaming experience. The textures are seamless, the control, simply gorgeous. We also alluded to the combat system, a refreshing look at turn-based and hexagonal movement-based fighting that allows you the freedom to roam, but puts limits on what you can do, during any given turn. This system, while far from revolutionary, takes another step forward in RPG fighting, giving the player much needed stimulus.

The spell system is quite interesting. You have four categories, each corresponding to one of the elements. As you gain experience, you'll have the option to choose which elemental powers you'll upgrade. To access these elements during combat, press one of the "C" directional buttons. This will bring up a menu of that element's spells. Again, you can press one of the four buttons to bring up deeper, more powerful, levels of spell casting. Select what you want and POOF, watch your enemies burn.

One of the most appealing aspects of *Quest 64* is its simplicity. Not only are your spell abilities a breeze to utilize, but the amount of "stuff" you have to deal with, from items to equipment, are kept within a reasonable realm. Essentially, you have your spells and your physical attack (your cudgel). No more toiling over what weapons and armor are better, and which to equip. Just relax, and enjoy the game. *EN*

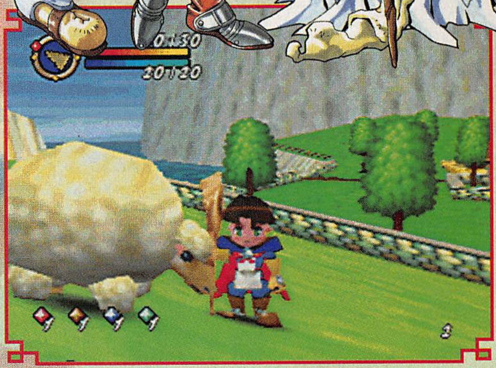












UPDATE

NINTENDO 64

DEVELOPER - IMAGINEER	# OF PLAYERS - 1
PUBLISHER - THQ	DIFFICULTY - AVERAGE
FORMAT - CART	AVAILABLE - JUNE

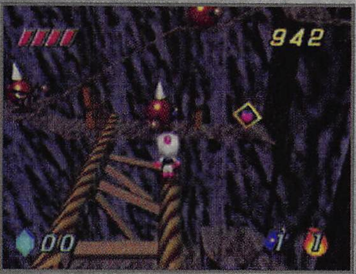


EL NINO
Is *Quest 64* going to be as good as it appears?

Bomberman Hero

HUDSON · BOMB-FEST · TBA





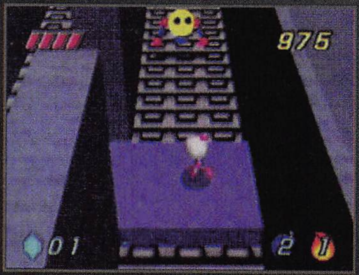
This marks Hudson's fifth foray onto the high-end platforms, with their trademark *Bomberman* madness. This is its second incarnation on Nintendo's 64-bit beast, and looks to be a big step up from their previous attempt.

The quest side of things is much improved, with a much stronger emphasis on action gameplay. It's aimed much more squarely as a *Mario 64*-esque platform romp where you collect crystals and such. A meter at the bottom of the screen actually keeps track of how many bombs you have, flame strength, gloves, etc.

It's much more playable than previous *Bomberman* games, allowing you to jump, push, roll, and numerous other actions. Anybody that's played the other one-player *Bomberman* modes should be riddled with excitement over this prospect. For once the quest mode may not actually take a back seat to the fabulous multi-player modes.

And speaking of the battle mode it's back (of course) with up to four players blasting each other to itsy-bitsy pieces. It's set up much like the other N64 game, as you run around open arenas tossing bombs at one another and seeing who's the last man standing.

The only problem as of yet, is that it hasn't found a publisher in the US. Seeing as how the last one sold pretty well for Nintendo ("Bomberman, Bomberman, friendly neighborhood Bomberman..."), I wouldn't be surprised if this one wasn't announced pretty soon. It's due in Japan by the end of April, and we'll be back with a full review just as soon as we get a copy in the office.







G.A.S.P.

KONAMI · FIGHTING · TBA





***G**enerations of **A**rts, **S**peed, and **P**ower* is the latest from Konami and the latest fighter for the Nintendo 64. Featuring some pretty hot graphics this one looks like a sure bet for US localization.

G.A.S.P. has a new system called the 'Active Object System.' This allows you to knock down walls and ring out characters. While this doesn't sound that impressive, you actually take damage, which is oddly lacking in other fighters. The gameplay is very simple and is geared for high-speed, quick-win matches. Moves like the giant swing simply require a Yoga Flame motion, or an uppercut would require just pressing up and punch. Too easy, perhaps, for the 'hard-core' out there, but a perfect intro for the younger players out there looking for a good fist fight.

There are a ton of different modes including: Team Mode, Battle Mode, Edit Mode, Versus Mode (go figure), Practice Mode, etc. There are upwards of ten different modes ensuring lots of long-term play value. Edit Mode, for instance, allows you to change character colors, and give them their own sets of moves, and so on. It's a really nice feature and one that needs to be implemented in more fighting games.

Seeing as how the Nintendo 64 is still a bit of a lightweight when it comes to heavy-hitting, world-class fighting games this one will be well-received by any and all fighting fans hungering for something more.

So, any takers out there for the latest entry in the N64 fighting game class of '98? Let's hope so.



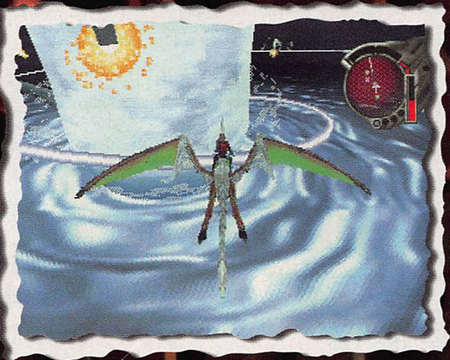






Panzer Dragoon Saga

"...Panzer Dragoon Saga has arrived, and it marks the beginning of a new era for the RPG..."

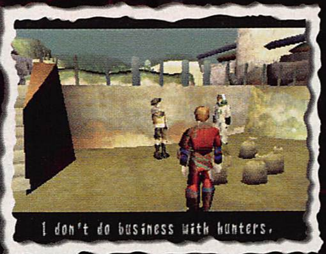




Last month I went into a hyperbolic frenzy (the likes of which had not been seen since GameFan's FF VII review) with Game Arts' long awaited tour-de-force, Grandia. After playing through Japan's latest import spectacle I never expected anything to come close to such majesty in so short a span of time. Well, nary a month or two after playing through that masterpiece, wouldn't you know that along comes another blazing into my RPG-starved hands: Panzer Dragoon Saga has arrived, and it marks the beginning of a new era for the RPG; it's not every day that a game takes the genre in a different direction. Taking the tried and true RPG in a totally new direction, this is Team Andromeda's finest hour (they produced both of the previous Panzer shooters).



What exactly do I mean by "takes the genre in a different direction?" Well, mainly it has to do with the fact that while this game fits squarely in with other RPG's (storyline, talk to people, random battles, etc.), it also has a fair amount of straight ahead shooting action in the Panzer Dragoon mold. It doesn't involve 'on-rails' (actually, the game is totally 'off the rails') but you access everything by shooting it, and in a number of stages you actually







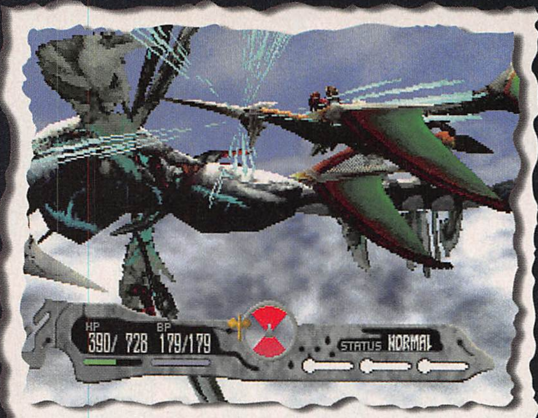
R REVIEW | SEGA SATURN

DEVELOPER - SOJ	# OF PLAYERS - 1
PUBLISHER - SOA	DIFFICULTY - EASY
FORMAT - CD	AVAILABLE - NOW



ECM

Revelation!!



have to destroy things as you progress through levels. It adds tremendously to PDS' value as it's actually something new and different and not the same rehash we've all played a thousand times.

Along with the in-level shooting action, there is (of course) the obligatory RPG combat and leveling up. Edge and his dragon (you get to name it) have any number of attacks at their disposal. Everything from the 'lock-on' breath attack from the shooter games, to massive, enemy-shattering spells are at your fingertips. Use of these attacks is governed by three bars at the bottom of the screen that power-up as time passes. Once one or more of these bars fills up you can unleash white hot





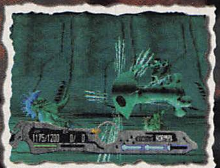




"A beautiful, glorious game that every true gamer needs to play."







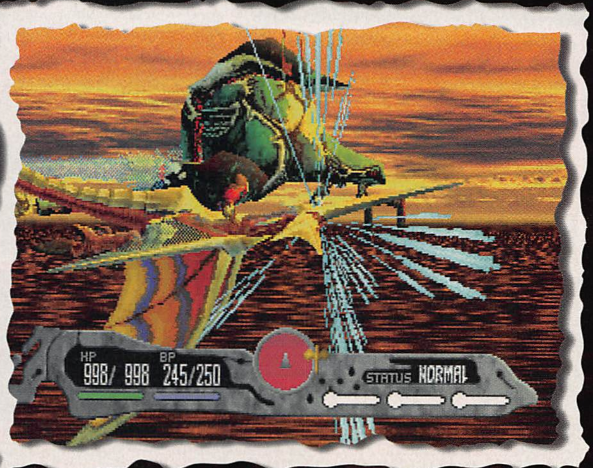


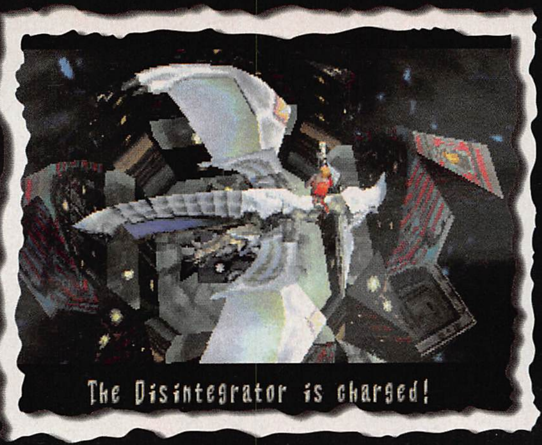
death on unsuspecting foes (or suspecting; sometimes they know they're doomed). There's also the Panzer-esque option of dodging to all sides of a foe. Alas, as great as combat is, for the most part enemies don't stand a chance against the avenging wrath of the mighty dragon. Most enemies require no more than the memorization of a simple pattern to defeat, and you'll find yourself wading through enemies as if they were made of nothing more than tissue paper; albeit, nice looking tissue paper. Not to say it isn't fun, it's just way too easy.

The sheer amount of money Sega spent on producing this fantastic title must have been staggering. While the prior Panzer games cost a pretty penny, the further you delve into this epic the more you realize just what Sega has done here. A fully fleshed out storyline of legendary proportions; phenomenal CG intermissions appear around every turn; beautifully modeled creatures and people to interact with, and a musical score (more resembling the second game) evokes all the right emotions. As with Grandia, you don't just play this game, you experience it. To say that you will be impressed would be a... well, I'll leave that to you.



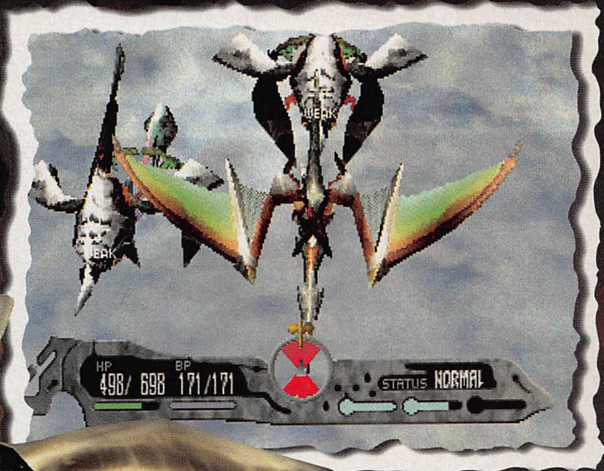
Picking up the story where we left off in the preview (Vol. 5, Issue 12), Edge finds himself besieged on all sides by

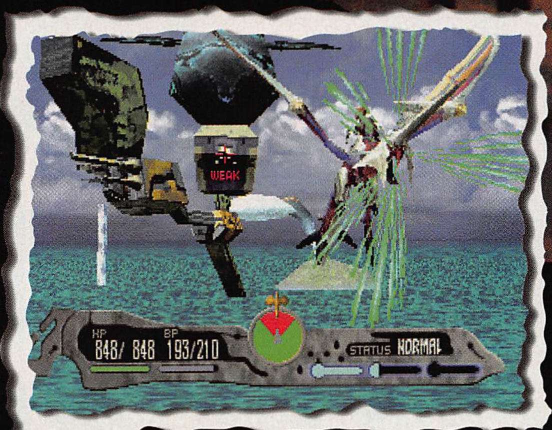




conflicting loyalties and warring factions: Does he follow the Empire in its mad quest to destroy the insidious Craymen? Does he join Craymen on his quest for the mysterious Tower with the might to shatter whole continents? Or does he abandon it all, for better or worse, and seek shelter from the impending storm that, more and more, he finds himself at the center of? The entire storyline is a mammoth labyrinth of plot twists and turns, mysteries, and betrayals; not unlike a fantastically riveting novel. Or should I say novella?

And that's where Panzer Dragoon Saga falters a step or two: The game simply isn't long enough considering it's contained on four CD's. Games such as this are a good argument for DVD, simply because of the sheer amount of 'multimedia' enhancements. A staggering number of cinemas (both real-time and fully rendered) fill the discs to their rims. They are phenomenally rendered and are some of the highest quality ever seen on Sega's Saturn console. Not that I'm really complaining, it's just that when a game is this remarkable, you'd hope that it would last for more than about 15 hours. In fact, this game could have been a legitimate contender for Grandia's crown if it had greater longevity. Despite this one flaw, though, this trip is more than worth taking.





Panzer Dragoon Saga looks set to be the last, great domestically released game on Sega's faltering Saturn (the still possible Grandia (please, oh please) notwithstanding) looks to send the console of the 'hardcore' gamer out on a solid, soaring note. This is a game that all owners of the first casualty of the 'Next Gen' wars must own. A beautiful, glorious game that every true gamer needs to play. And yes, it's worth purchasing a Saturn for, even as the shroud is pulled over this once mighty contender. -ECM

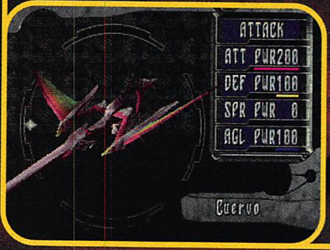




Real-Time Morphing

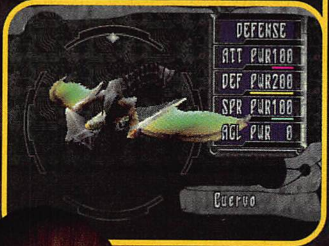


As Edge makes his way through a very hostile world, it comes as a great relief to know that his mount is seemingly infinitely adaptable to any combat situation. Through a sub-menu, you can actually morph the dragon into a menagerie of different shapes and forms (all in real-time) best suited to a particular combat situation. The shots scattered throughout this 'box-out' are all of the same dragon, at the same level. Emphasizing offensive power, for instance, produces a beast with a long horn and swept back wings; a truly awesome beast. Beyond that, each form also allows a particular 'power' to be activated depending upon what is emphasized (defense, attack, spirit, agility). For example, the defensive class dragon will automatically heal itself when the three 'action' bars in combat are filled.





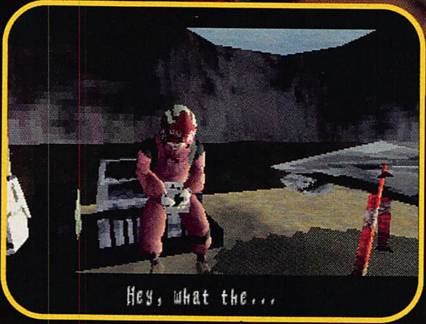


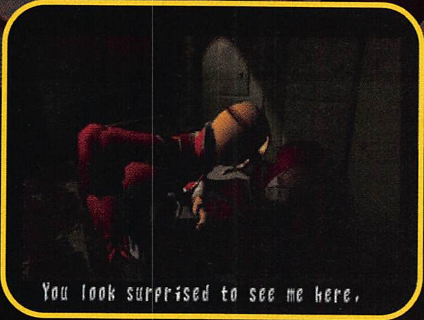


Cinemania

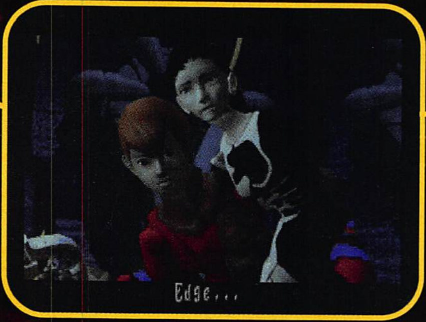


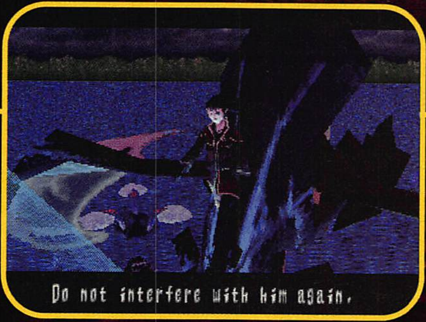
While the previous Panzer series games each featured extremely impressive rendered cinemas, Saga utterly destroys them in both quality and sheer, 'how many can we squeeze on 4 CD's?' quantity. In fact, it would be safe to say that no game has ever had as much cinemas packed in as this one; even FF VII pales in comparison. The cinemas are both rendered in beautiful CG and fantastically modeled real-time sequences. And just to clear things up, every cinema has voice attached to it unlike those in most other RPG's.





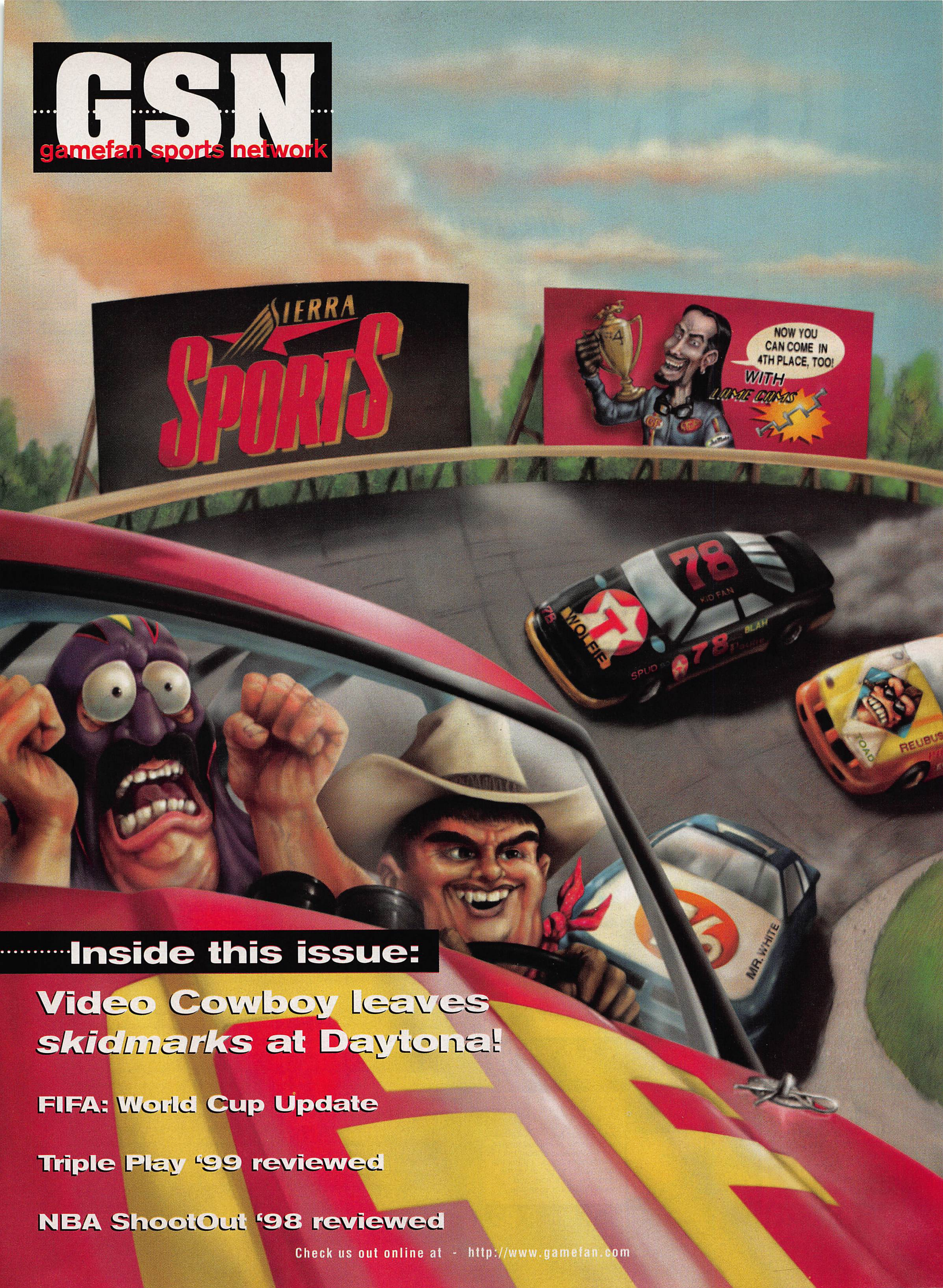








GSN
gamefan sports network



Inside this issue:

Video Cowboy leaves *skidmarks* at Daytona!

FIFA: World Cup Update

Triple Play '99 reviewed

NBA ShootOut '98 reviewed

Check us out online at - http://www.gamefan.com

GSN
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VIEWPOINTS viewpoints

1080 Snowboarding — Nintendo 64 — Nintendo



A tasty boarding sim, with super graphics, beautiful control and ultra-smooth scrolling. Its only downfall is the lack of depth, seemingly sacrificing competitive modes, moves, and secrets for better gameplay. I can live with this, though. The winter motif sometimes gives me *Nagano 64* flashbacks...

G	C	P	M	O	
9	8	8	7	8	91

1080 Snowboarding
Nintendo 64
Nintendo

Fine graphics, smooth control which only the analog can provide, and a great frame rate make this an enjoyable ride. The shortcuts and lack of a clear path to take on some of the more difficult courses will leave you battling your friends for hours.

G	C	P	M	O	
8	8	8	7	8	88

NBA Courtside — Nintendo 64 — Nintendo



Not bad, for a first try. Considering that there is little competition on the N64, this hoops sim should flourish. The smooth gameplay and better-than-average graphics make you almost forget some of the minor AI problems. Check out that replay function!

G	C	P	M	O	
8	7	7	6	6	87

NBA Courtside
Nintendo 64
Nintendo

I like this game. The wide variety of unexpected animation, crossover dribbles and baseline spin moves make this title a sure mainstay on any Nintendo gamer's shelf for a while. Just good luck trying to can your free throws.

G	C	P	M	O	
8	8	8	7	6	90

Ken Griffey Jr. Baseball — Nintendo 64 — Nintendo



One of the most highly anticipated N64 titles, *Griffey* will not disappoint. I'm going to assume that no hardcore sim head would ever buy an N64, so AI shouldn't be an issue. What's left, though is an incredible fun baseball game that should appease all N64 owners.

G	C	P	M	O	
9	8	7	7	8	89

Ken Griffey Jr. Baseball
Nintendo 64
Nintendo

It's outta here! Nintendo pulls out all the stops in a baseball title not to be missed. Sure there are some AI issues and the base-running control needs to die, but beyond that it's butter (thanks Spud). Any and all N64baseball fans should check this one out ASAP. The batting and pitching mechanic are among the best as are the visuals—hot game!

G	C	P	M	O	
8	8	8	7	9	90

Hot Shots — PlayStation — SCEA



I can honestly say this is the most fun I've had, playing computer golf, since EA's *European Tour*, on Genesis. Not a serious sim, *Hot Shots* none-the-less is stacked with stats, secret characters, and extra courses. The best Sony sports game since GameDay

G	C	P	M	O	
9	8	8	5	9	93

Hot Shots
PlayStation
SCEA

A great addition to a stale genre. The arcade style approach, with its secret characters and courses, makes *Hot Shots* enjoyable for idle gamers, while its golf accuracy and stat tracking will appeal to fans of golf sims.

G	C	P	M	O	
8	9	9	6	9	92

Triple Play 99 — PlayStation — EA Sports



Always a competitor, *Triple Play 99* maintains its high standards. Deep stat tracking, tons of features and some of the best damn AI around makes *TP99* an excellent purchase. Downside? The scrolling will piss you off...

G	C	P	M	O	
8	8	8	8	9	90

Triple Play 99
PlayStation
EA Sports

This game has all the bells and whistles but at times, is a little choppy. It is much better than last year's version, but still has a ways to go. The frame rate issue needs to be addressed, but the sound and AI are top notch.

G	C	P	M	O	
7	8	8	8	8	85

NBA ShootOut '98 — PlayStation — SCEA



You just can't go wrong with hoops, on the PlayStation. Sony's *ShootOut* is one of the best and you don't need me to tell you that. Still not as good as *Live 98*, in my opinion, but a close second. At least *ShootOut* got the fouling right.

G	C	P	M	O	
8	8	8	7	8	89

NBA ShootOut '98
PlayStation
SCEA

Hopefully next year Sony will bring out *Shootout* at the same time as *Live.* Sony Sports has made plenty of improvements over last years version, but I'm still not convinced. I think the Sony needs to go under the hood one more time and tweak this game's engine.

G	C	P	M	O	
8	7	7	7	8	82

VR Powerboat — PlayStation — VR Sports



If you are going to check this game out, don't look at the 3Dfx version, first. PlayStation *Powerboat* will die, horribly, from comparison. Otherwise, you should be moderately surprised by this lone powerboat racing sim. Excellent physics make up for poor draw-in and an awful lens flare.

G	C	P	M	O	
6	8	7	5	9	83

VR Powerboat
PlayStation
VR Sports

The developers really had something, with the PC version. To see that running, though, and then play the PlayStation version is like a system shock. A choppy frame rate, and sub-par draw-in keep *Powerboat* from going to the next level. It is the only boat racing sim, though.

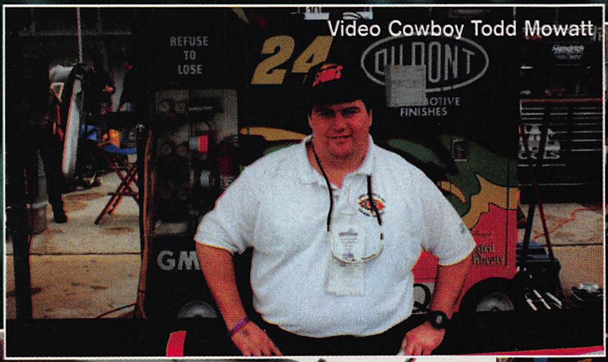
G	C	P	M	O	
7	7	7	5	9	73

by Todd Mowatt

Howdy sports fans! Welcome to the wide world of GameFan Sports—I'm the newest sports fanatic to join the team. I am better known as the Video Cowboy and I like living on the edge. To many people, riding around the Daytona 500 track in the back of a pick-up truck next to a compressor is only a pipe dream, to others a little crazy. This little 80 m.p.h.tour around the track was very exciting, but it wasn't nearly fast enough. The warm Florida wind whistled through my hair and the smell of burnt rubber pierced my rather large nostrils. But there was something about being on the course looking up the steep slope of the Daytona 500 track that made me feel as if this was the ride of my life. This was a legendary journey of epic proportions for a die hard sports and NASCAR afficianado. If Richard Petty is the King of NASCAR, then Darlene Patterson is the Queen of NASCAR. This lady is a walking NASCAR encyclopedia and has a smile and hug for any one of her many driver friends and pit crew workers. For those of us that thought drafting was a cool breeze that came in under the door at night, she made sure everyone's questions about NASCAR got answered. She was our hostess and tour guide when we toured the pits. I'm an avid NASCAR fan and wasn't surprised when Dale Earnhardt won the race. Just like Michael Jordan was given the MVP trophy of the NBA All-Star game a week or so earlier, Earnhardt wasn't going to be denied the only race he hadn't managed to win in this, the 50th anniversary of NASCAR. To that end he wasn't challenged that seriously and there were no major wrecks. But it was my first race and it was quite an experience. There had to be 500,000 racing fans with coolers in hand and there were no altercations or fisticuffs. NASCAR fans are indeed the best fans in the world. Think of it for a moment: If 500,000 hockey or football fans got together and were drinking for two or three days straight, there would be a lot of stuff flying and not necessarily in the form of a cool liquid substance if you catch my drift. Before the race Darlene goes and gives some of her NASCAR driver friends, hugs and touches their car for luck and wishes them well. We took a walk through the garage area where few feared to tread thanks in part to Darlene's enchanting smile. She knew everyone, from the security guards to the pit crews and had a smile for them all. The weekend was a blast, but it was made even better by having Darlene Patterson as our tour guide and hostess. Sierra Sports launched their new sports line and we were glad to have been along for the ride. Check out their two new sports titles, Trophy Rivers and NASCAR 3, these titles will be coming to the PlayStation as well as the PC. Unlike other sports like football and hockey which have their main spectacles at the conclusion of their season, NASCAR has their biggest race of the year to start the season. Buckle yourselves in and enjoy the ride!

Nascar

nascar



Video Cowboy Todd Mowatt



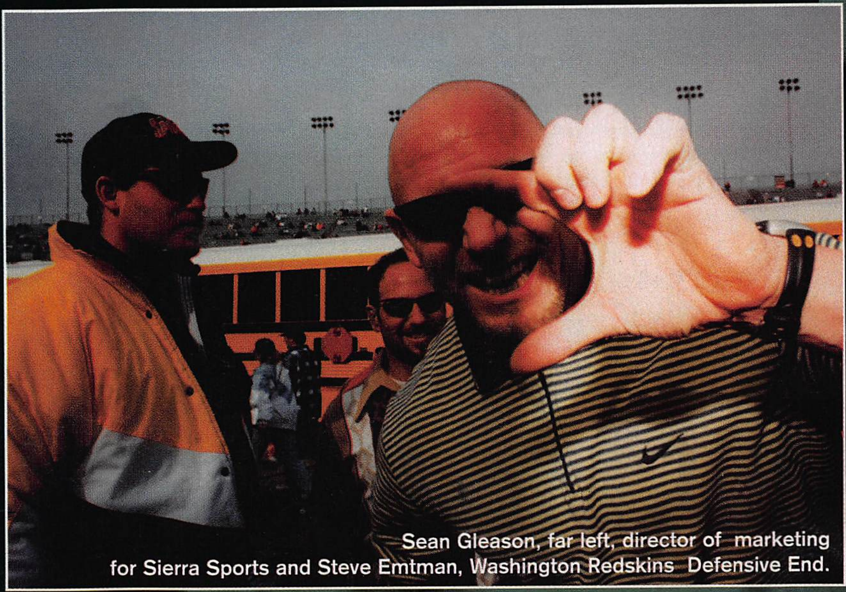


Darlene Patterson, the Queen of NASCAR.

Sierra Sports the newest division of Cendant Software had a family reunion of sorts. They brought a number of the PC gaming press down and a few buyers to help them celebrate the kick-off of their new Sierra Sports brand to the Daytona 500.

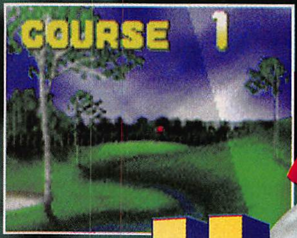
What that means is that Papyrus makers of the award winning NASCAR series of PC games along with Front Page Sports, makers of the Football Pro series and Dynamix have now been amalgamated into one umbrella organization. Not unlike a NASCAR team Cendant has done its testing, they have gone under the hood and made some changes and are ready to start out a new season with a unified organization. Armed with some heavy duty marketing power and an excellent reputation for creating award-winning PC sports titles. They are hoping to improve their position on the PC and even offer up something for console gamers. They announced at their Daytona 500 bash that Nascar 3 will also be coming out for the PlayStation and that they plan to bring out Trophy Rivers their newest fishing game for the PlayStation. Both titles will be ready later this year.We were also given a sneak peak at some of Sierra Sports new titles as well as a new NASCAR 2 bundle with the Grand National series expansion pack.NASCAR 3 and Basketball Pro '99 are scheduled to be shipped towards the end of this year in time for Christmas.Football Pro 99 along with Fantasy Football 99 will be ready in time for the start of the NFL season. Ultimate Soccer Manager í98 and Golf Pro 2 are also in the works and will be released this spring.

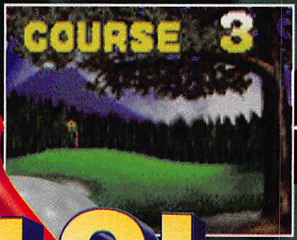
We were given hands on demo of at Planet Hollywood located at Pleasure Island in Orlando Florida and the game looked very promising and we are hearing could be next in line to possibly be made into a PlayStation title early next year but that has not been confirmed.Before the start of the Daytona 500 we caught up with Sean Gleason, Sierra Sports director of marketing and future golf pro."Sierra Sports brings together our award-winning developers under one unified brand, so we can better leverage our product development and marketing initiatives," Gleason explained."The Front Page Sports and Papyrus brands are two of the most successful in the field of interactive computer sports titles, but by operating them as two different brands our customers weren't fully aware of our dominance in the PC market."To take advantage of their Won.net their new multiplayer network. There was some speculation that NASCAR 3 and some of their other titles will be supported on their network.



Sean Gleason, far left, director of marketing for Sierra Sports and Steve Emtman, Washington Redskins Defensive End.

Hot Shots Golf















Here are some shots of the secret characters and courses that you can unlock, during gameplay. My personal fave? Playing Course Five with Daryl.







I've been playing this game for a couple of months, now, and let me tell you: this is an amazing title. *Hot Shots Golf* is now my favorite 32-bit golf game, de-throning the majestic Interplay title, *VR Golf*.

Produced by Camelot, the same guys that developed *Shining Force 3* for the Saturn, *Hot Shots Golf* is everything a gamer could want. Realistic, but not bogged down in detail; simple to play, but difficult to master; a straightforward two player experience, but loaded with secret characters and courses, for long-term one player enjoyment. Put simply, *Hot Shots Golf* represents everything a sports gamer (or any other gamer, for that matter), wants in a title.

The single most impressive aspect of *Hot Shots* is its course generation. Not since *VR Golf* has a game so speedily generated the course—on the fly, no less. Using multiple camera angles to track the movement of the ball, the monotonous pace—which mars some titles—is non-existent. What's more, with no lag time between shots, there is no aggravation factor.

To start, you only get two golfers to choose from. During VS. mode, you can challenge the secret golfers to head-to-head matches. Beating a secret player unlocks he or she for use; *Tekken*-style! There are eight secret golfers to unlock. To date, I've only gotten five of them. It gets REALLY hard!

To unlock secret courses you must earn experience points. Every time you level-up, another course opens up. There are five courses in all. While you do earn experience for things such as birdies and pin shots, the fastest way to advance is by winning tournaments. Winning tourneys also gets you trophies for your trophy room. Each course has three trophies. And if you get them all? Well, not sure yet...

Hot Shots Golf will satisfy your stat craving. Up to four users can track their statistics, from longest drive and lowest score, to individual course averages. The game even keeps track of all of the best shots, saving them in a video library that you can replay, if you happen to have money to burn in memory cards.

I can't say enough good things about this game. Sony has done us a great service by bringing this one here. Next to *GameDay '98*, this is their best sports title of the past year. Everyone should check this one out.









R REVIEW

PlayStation

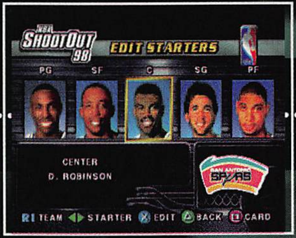
DEVELOPER - CAMELOT
PUBLISHER - SCEA
FORMAT - CD
OF PLAYERS - 1-4
DIFFICULTY - INTERMEDIATE
AVAILABLE - NOW



EL NINO: The best time you'll have playing golf, this year

NBA Shootout 98

NBA SHOOTOUT 98





Better late than never, the old adage goes. Although I have grown accustomed to getting my sport titles at the beginning of the corresponding season, *ShootOut*'s late arrival is still a welcome one.

There is much debate about which title is the better buy: *Live* or *ShootOut*. Personally, I still reside in the *Live* camp. A little closer to the real thing in the way of speed and control, *Live* resonates the Real Thing. However, *Live* made some noticeable mistakes; ones that aren't visible in *ShootOut*, and allow it to claim superiority in a few areas.

What's new? *NBA ShootOut '98* has pushed forward, making great efforts to improve over last year's installment. For one,the developers have taken their Total Control idea to new extremes: There is the addition of Icon Cutting. This allows you to take control of one of the offensive players and have him cut to the hoop. Icon Defense is also implemented, giving the option of quickly switching to any one of the defensive players, at any given moment. No longer will you be frustrated by computer defensive players failing to pick up on the open guy under the basket (a minor point of annoyance found in *Live* and *ShootOut*). Last and certainly not least: Icon Dunking. As in *Live*, you now have control over what dunks your players will execute as he floats through the air with the greatest of ease. The most talented of aerial acrobats (like, say, Kobe) can utilize up to 30 different dunks! Don't expect the same from Smits...





Also available to players are a set of more complex moves, resulting from hitting two buttons at once; a little SF-action methinks. You can now control a player on put-backs, follow-up dunks and alley-oops. You'll also be allowed to set screens and bring up the playbook on the fly.

Not to be outdone by the developers at EA, *ShootOut*'s players have their real visages tattooed on their heads. The attention to detail doesn't end there: Everything from the uniforms and player sizes, to arenas and court styles are depicted accurately. Not that this should be treated as a bonus; this eye for detail should be expected at this level.



The motion capture in this year's version is beautiful. The most fluid player movement around makes each play a carbon-copy of real life. The only problem is that is doesn't lend itself to tight gameplay. This is one spot where *ShootOut* falters. I have to say that the control is slightly off. With so many frames of animation and such spectacularly uninterrupted movements, certain areas of the game slow down... a noticeable problem, given that *ShootOut* has the fastest tempo of any of the major hoops titles. You'll see your players roar down the court only to take an eternity to go through the shooting motion... This also leads to another problem: blocking.

You'd think you were playing *Double Dribble* or the original *Lakers Vs. Celtics* the way you can rack up blocks (and steals for that matter). The first time out, I managed to swat the other team ten times in the first quarter! Not what I'd call very sim-like. The upside is that the blocks do look great; a trash-talkers delight.

For the most part, it can be said that the game AI is solid. Plays are executed with the expected level of competence, and the computer opponent can put up a pretty good fight. There is a little bit of a problem with who the computer recognizes as the go-to guy and as a position player, but this is a problem that plagues *Live* and *In the Zone* just as much. I mean, come on, Rodman took like thirty shots on me, one game.



One aspect that was painfully missing from *Live*, that's gratefully here, is proper fouls. Drawing fouls in *Live 98* was harder than wrestling hamburgers away from Anna Nicole Smith. *ShootOut*, however, has a great fouling system.

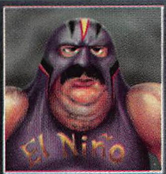
Expect to find a beefy amount of stats as well as all of the sim options you have come to expect. You can trade, create, and release players as well as set up drafts and rearrange the season schedules. One problem, though, is the lack of variable-length season modes. This may discourage some potential season players.

NBA ShootOut '98's overall package manages to beat out its smaller problems. The use of Total Control and complex moves increases the depth of this title, making it a different game in the hands of an adept player. While it doesn't quite measure up to its nemesis, *NBA Live 98*, one cannot complain. Certainly worth the purchase price.

R REVIEW

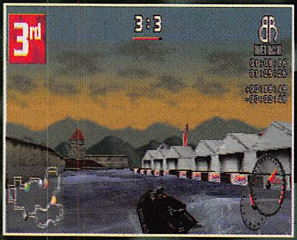
PlayStation

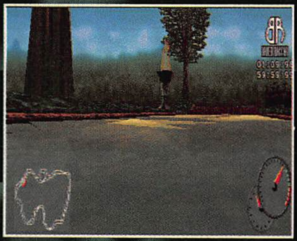
DEVELOPER - SCEA	# OF PLAYERS - 1-8
PUBLISHER - SCEA	DIFFICULTY - Adjustable
FORMAT - CD	AVAILABLE - Now



El Nino: Those seeking a more kinetic game will find haven in *ShootOut*'s fast pace.

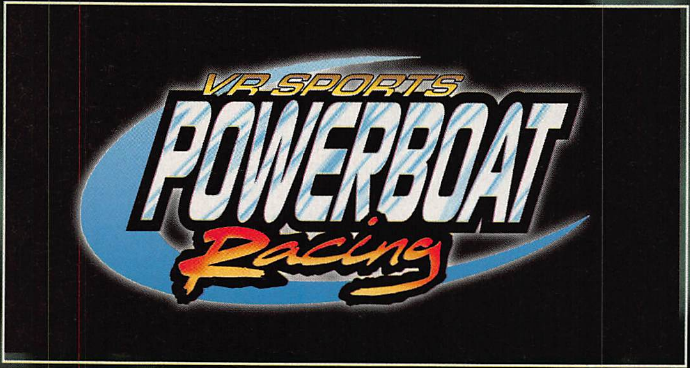
VR Powerboat




How do you get a PC game that looks and plays as well as *Powerboat* does and translate it to a console? You don't. At least don't expect the results to be all that impressive. This is the problem with the PlayStation version of *VR Powerboat.* All of the elements that make it such a cool PC title are compromised on the 32-bit machine. What you are left with is a game that will entertain, but not astound.

Bringing the racing genre to the water was a much needed move.







With the seemingly endless glut of auto racing games spilling off store shelves, it was nice to see someone playing with the formula for a change. Replacing the asphalt with water brought with it a whole new set of problems that had to be dealt with in order for the game to feel and play correctly. Having grown up around boats, on the Cape, I know what it feels like to maneuver a boat through rough and calm waters, and I can tell you that *VR Powerboat* successfully emulates that great feeling, on the PC. Alas, the same cannot be said of the console version.

Much of this problem may lay in the graphics. What were beautiful and crystal clear on the PC, are now a tad blocky and bland on the PS. This makes the water movements less graceful and somewhat forced, dispelling the illusion of your boat's movements in the water; *Wave Race* this isn't.

This is not to say that the physics of the game are a mess; they're not. *VR Powerboat* can still boast pseudo-realism, competently recreating the movement of flotsam in wakes; the yaw of the boat in turns; and the effect of waves on a boat's forward motion. An actual physics model was used in the calculation of speed, mass, motion and resistance. While you play, you can see and feel the game's attempts to generate the illusion of the real thing; it just falls slightly short.

As I stated earlier, the graphics, while on par with many of its 32-bit brethren, come nowhere close to the PC rev. The colors, which ironically are like those in the real ocean, are bland and could use some sprucing up. Polygon break-up is also noticeable as well as some ugly pop-up and a frame rate that could use a swift kick in the pants.

As far as as positives go-there are a few - *VR Powerboat* has 16 different vessels that can be raced on nine global courses. The boats each handle differently, and you have the option of three different engine sizes. Not unlike most racing games, you can race a ghost image, allowing you to perfect racing styles for each course.

The tone of this review may seem overly negative, but you have to understand that the PlayStation version isn't even in the same universe as its PC counterpart. If you are completely ignorant of the latter (i.e. no 3D accelerated version), then check this version out. It is a better-than-average racing sim that will assuredly find a small cult following. However if you have played the PC version, all that awaits you is utter disappointment. This game is just too much for 32 bits - she's goin' down, Cap'n...!

R REVIEW

PlayStation

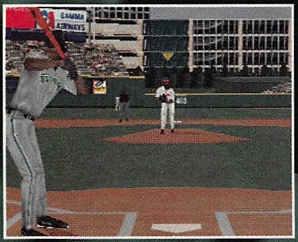
DEVELOPER-Promethean Designs
PUBLISHER - VR Sports
FORMAT - CD

OF PLAYERS - 1-2
DIFFICULTY - Adjustable
AVAILABLE - Now

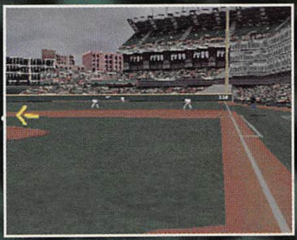


El Nino: The PC version is Godly! The PSX version? Maybe closer to altar boy.

Triple Play '99



Triple Play 99

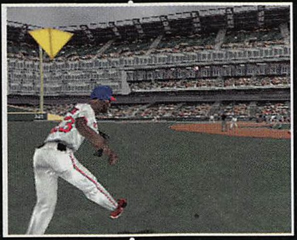


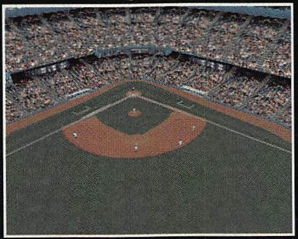
With the start of the 1998 season comes the newest installment of *Triple Play*. One of the most impressive franchises in baseball video games, *TP99* doesn't disappoint. Developers have added many more bells and whistles, as well as a couple of new play options to keep the game fresh.

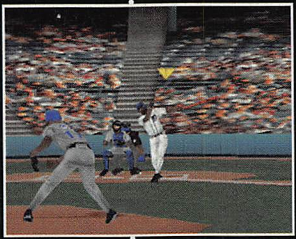
As a gamer, you expect the standard upgrade in many areas. There are more motion captures, cooler maneuvers (watch the outfield collisions), sharper AI and updated stats. Nothing new there. The stand-out additions are those of a new homerun derby tournament mode, and a career mode, which tracks you through multiple seasons. Hardcore fans will feast on both.

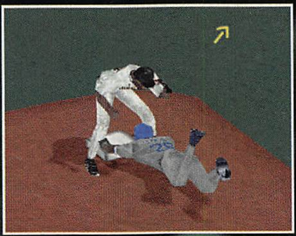
It isn't as noticeable, but there has been a substantial addition of commentary and stadium sounds. While this will add a great deal of flavor, EA hasn't worked out all of the kinks with "smart" commentary, allowing for some poorly placed, or incorrect dialogue to pop up at inappropriate times. No biggie. The sound in *TP99* still dwarfs all of the competition's...

Obviously, the expansion clubs are present, as well as phot-realistic ballparks. Great effort was made to make the look of the game as authentic as possible; giving a taste of what it must be like, to stand in against a pitcher, there is a first person POV option for batting.





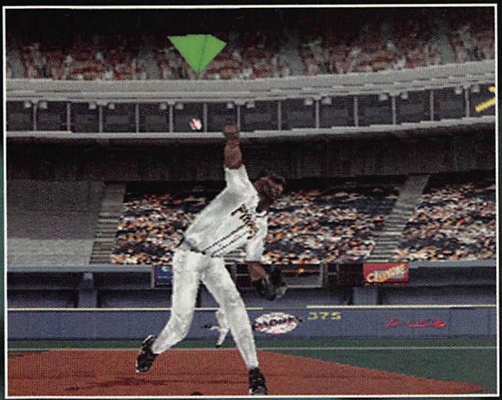


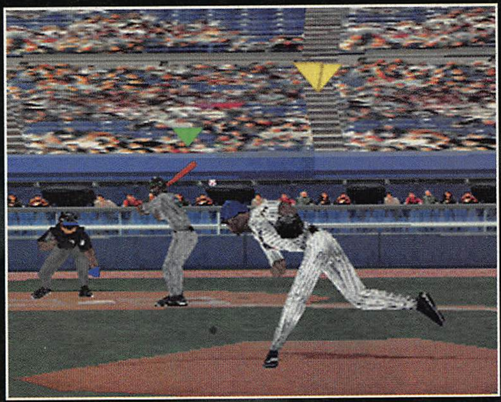


The AI is ever improving, and auto baserunning (an option connected with Rookie Mode) makes navigating the diamond much less of a hassle. As a side note, it is a bummer that you can't customize the difficulty setting, allowing for you to keep auto-running at Pro and All-Star level. I can wait until next year.

Triple Play 99 has only one weak area: the engine. No, I am not saying that the game doesn't play well, but the frame rate and scrolling are disappointing. It will be hard for players, in the beginning, to get a solid handle on the control because there is a slight shudder as the camera pans the field. As far as the frame rate, I was expecting more from a baseball title. The realistic look of the players is dispelled when they go into motion and some of the actions, like throwing the ball, look a little sloppy.

Overall, though, *Triple Play 99* remains one of the best buys in the baseball genre. If you enjoyed last year's (as I know you did) you will enjoy this year's; it's as simple as that.

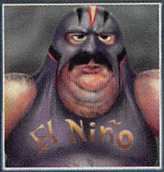




R REVIEW

PlayStation

DEVELOPER - EA SPORTS	# OF PLAYERS - 1-8
PUBLISHER - EA	DIFFICULTY - ADJUSTABLE
FORMAT - CD	AVAILABLE - NOW



El Nino: Quien es mas macho: Griffey or Mo Vaughn?

Ken Griffey Jr.







It took close to a decade, but it looks as though Nintendo is finally going to make the big push into sports. It's rumored that as many as thirty sports titles will be shown for the N64 at E3! Do they even *have* thirty titles total, right now?! Not the first to hit, but certainly the biggest of the wave, will be this puppy: *Ken Griffey Jr. Presents Major League Baseball.* The first baseball game for the Nintendo 64, *Griffey* looks good... real good. How it looks, however, has no bearing on how it plays, and lord knows that baseball is a tough sport to emulate on the home console.

Rest easy N64 owners. While *Griffey* does have its problems, it still manages to fit all of the pieces together to form a solid baseball sim.

It's pretty obvious, even to a moron, that the graphics are excellent. Having endured *VR Baseball* and sat through seasons of *MLB '98*, *TP 98* and *WSB '98*, these graphics will wash over you like a wave of euphoria. Incredible motion capture, unequalled texture mapping, and good use of color make *Griffey* spring to life. You could even say that the game is vibrant.

As far as modes go, the same ones that are in all of the other sims are here too. "Hey look at that, there's a homerun derby mode... wow, that's new. Wait a minute, are those all of the ML teams and players? Never seen that before."

Sarcasm aside, let's move on.

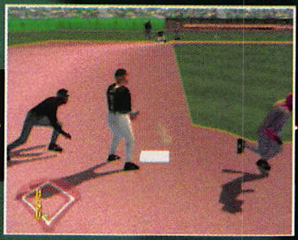
Also a credit to the game is the ease of playability. Easy as pie to pick up, *Griffey* will remove much of the agitative factor that plagues many a baseball sim. The dreaded "C" button was tailor made for baserunning and the analog stick makes hitting and pitching more skill-intensive. Unfortunately, the developers have made some poor decisions concerning control.

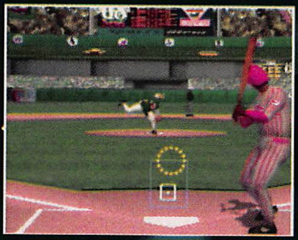
The biggest problem is that *Griffey* makes you control the dive back to base... on a throw from the pitcher. I can tell you right now, if you lead off and he throws over... your toast. Trying to pay attention to batting is hard enough without having to worry about this element, something classically controlled by AI. You're going to break stuff over this.

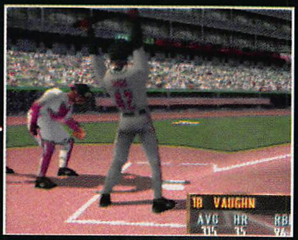
The other problem arises when the ball is put into play (I'd say a pretty big issue). Instead of a colored circle, or such, under the highlighted player, *Griffey* implements a set of arrows that point away from the player, towards the ball. On balls hit into shallow outfield, you'll have an extremely difficult time figuring out if the arrows are pointing away from the infielder or outfielder. If you somehow get a handle on these problems, though, you're set.

The game AI has a few holes in it also, but they aren't big ones and they certainly aren't exclusive to *Griffey*. The game plays competently and that's all you can really ask for from the first N64 baseball title to hit the market. Overall, it's worth the money you're gonna shell out.









R REVIEW

NINTENDO 64

DEVELOPER - NINTENDO

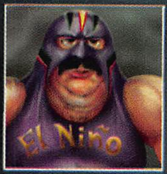
PUBLISHER - NINTENDO

FORMAT - CARTRIDGE

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - JUNE



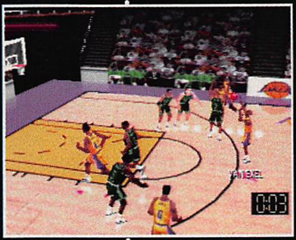
EL NINO: They've gotta lose the arrows! I Can't tell whether I'm coming or going...

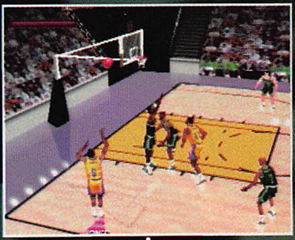
Kobe Bryant'sNBA Courtside

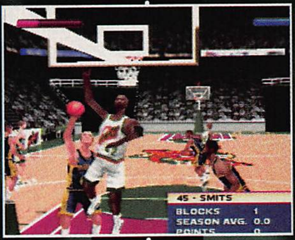
KOBE BRYANT'S NBA COURTSIDE












Three N64 sports titles in one month! Who would have thought? I sure didn't. What's more, they're good! I can honestly say that, with the exception of maybe four games, Nintendo has never had a stand-out sports title for any of its systems. I'm glad to see that things have done an abrupt about-face.

It's unfair to any system to compare one of its games to another on a completely different console. But, considering that there is only one other basketball sim, *In the Zone*, on the N64, let me make one quick comparison before we move on. *Kobe Bryant's NBA Courtside* is not at the same level of mechanics and game AI as either *NBA ShootOut* or *Live*. The graphics, too, aren't much better and the sound certainly is lacking. These are areas that the latter two have a big head start on, though, but let's not condemn *Courtside*, yet.

Actually, there is no reason to condemn *Courtside* at all, as despite its shortcoming,it's still fun to play. Sure, the AI may be a little off and it doesn't play quite as well as the competition, but an N64 owner is not going to care. The movement is fluid, the library of animation extensive, and it does manage to do some things that other hoop sims have failed to do (hey, look at that: smart rebounding!). Control is a little "soft," but response is quick and the overall gameplay is more than adequate.

The biggest problem is that there is no icon passing. If you've grown used to this in other hoops titles, you're going to rediscover the pain of passing to the wrong guy; analog can make this even more painful. The "C" button will piss you off, too, because each little piece has a different action. Switching players can be a pain for those of you (like me) with big hands.

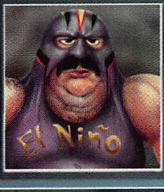
Smart crowds and on-the-fly-playcalling are two more elements that are implemented well, not to mention the best replay set-up of any basketball title. *NBACS* also contains three secret teams, good stat tracking and a decent create a player feature (#33, perhaps?).

All in all, *Courtside* is a welcome addition to the N64 library and will thrill those seeking a solid basketball experience on the system.

R REVIEW

NINTENDO 64

DEVELOPER - NINTENDO
PUBLISHER - NINTENDO
FORMAT - CARTRIDGE
OF PLAYERS - 1-4
DIFFICULTY - ADJUSTABLE
AVAILABLE - NOW



El Nino: Giving *NBA In the Zone* a little friendly competition...

1080









I can already sense that the video game world is getting a little too snowboard crazy. When Sony released UEP System's *Cool Boarders*, they opened a floodgate that hasn't stopped gushing. The most recent installment in the boarding genre is *1080*, a superb snowboarding experience from Nintendo.

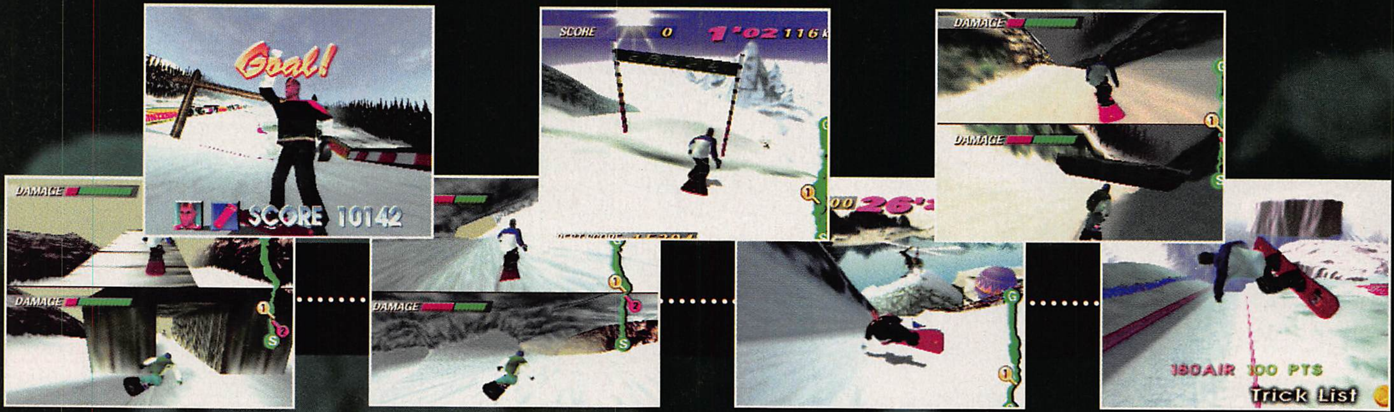
What's so great about *1080*? Well, for starters, it looks gorgeous. The courses look really cool, if a bit devoid of color (it *is* a snow sport, after all). Go through caves, off cliffs, and over buildings. You can travel down icy roads, frozen tundra, and railslide across pipes and fallen trees. One level has a heavy snow blowing right into your face. My personal favorite piece of eye candy, though, is the wake you make as you plow through some deep powder.

The control is awesome. There are those out there (ahem, Reubus) that complain that it isn't as good as the control in *Cool Boarders*. I don't see it as better or worse, but different. Personally, I thought the super smooth frame rate—coupled with the use of the analog stick— made *1080* a pleasure to control.

Let's cut to the chase: It's all about the tricks. How are the tricks? Let me say that the tricks look great. O.K., so you can't do as many as you can in *CB2*, but the ones that are available look fantastic when you pull them off. Get enough air and string a few together and it's poetry, baby. Just riding the half-pipe is a treat.

The only problem I have with the game is that it isn't as deep (or challenging) as *Cool Boarders 2*. Fewer tricks, modes and extra "stuff" makes *1080* shorter, but the enjoyment of playing, what there is of it, more than makes up for the lack of any real depth. Watch out for the secret Penguin board, though...

My parting comment is "How can this game play so well and Konami's *Nagano Winter Olympics* play so poorly?" Maybe someday I'll have an answer (Ed's Note: I doubt it).



REVIEW

NINTENDO 64

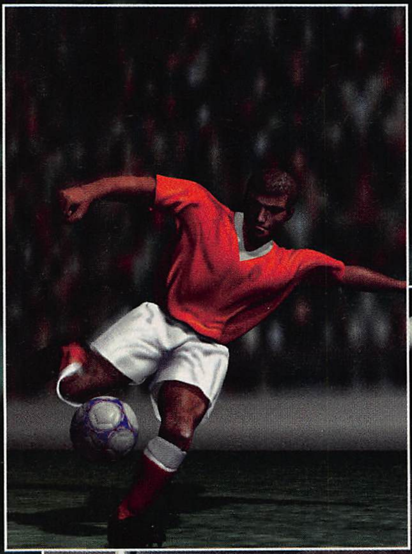
DEVELOPER - NINTENDO	# OF PLAYERS - 1-2
PUBLISHER - NINTENDO	DIFFICULTY - INTERMEDIATE
FORMAT - CARTRIDGE	AVAILABLE - NOW

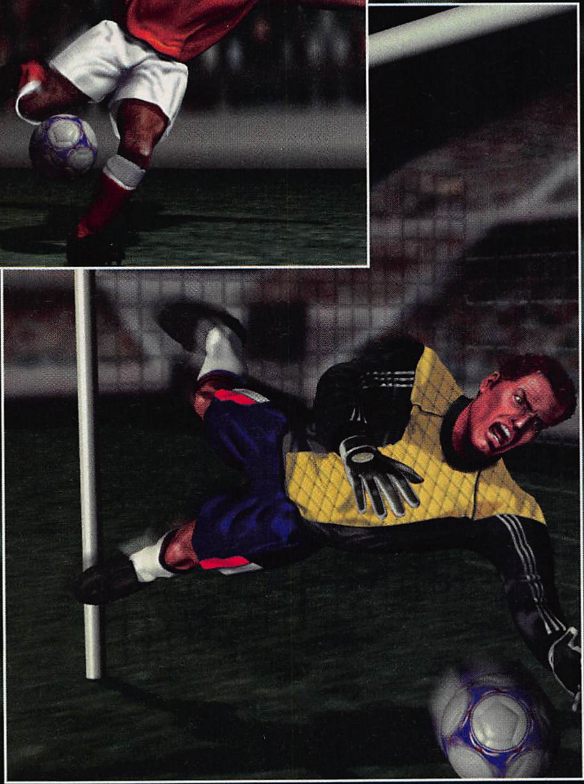


EL NINO: We don't get much snow South of the Boarder, where I grew up.

Fifa

FIFA





The *FIFA* freight train had derailed there, for awhile, but seems to be right back on track. This summer, as the World Cup once again sends the soccer world into a collective whirlwind, EA Sports will release its newest installment in the hugely popular *FIFA* series.

FIFA: World Cup is the title. I am drawing attention to this because, if you follow soccer vid games, you'll know that EA has released a slew of *FIFA* titles over the last year and a half. There was *FIFA 64*, *FIFA 98*, *FIFA: Road To the World Cup*; even *FIFA: Beyond Thunderdome* (o.k., so maybe I made this one up). Point is, there are too many *FIFA*s with too similar of names.

What EA hopes will set this *FIFA* apart from the rest, is not only improved AI and gameplay, but also a wealth of World Cup history in the forms of trivia, factoids and classic match-ups. The goal was to give the soccer enthusiasts a game that not only played the best, but offered the rich history of the planet's most popular sporting tournament.

Everything that you found in prior *FIFA* titles is in here, along with a substantial list of new features to push World Cup to the next level. Reportedly, the engine has been souped-up, resulting in a faster paced game with more responsive control. Great lengths were taken to make sure that this soccer sim was the undisputed champ of AI. On the fly managing also allows you to quickly make changes in formation and philosophy during the action.

Other game opiates consist of better graphics, including bit-mapped player uniforms, more moves, and celebration animation. Also, a handicapping feature has been added to even the playing field for gamers against each other and the computer.

FIFA: World Cup shows great promise. More than just a soccer sim, it should be worthy of the contest it recreates.

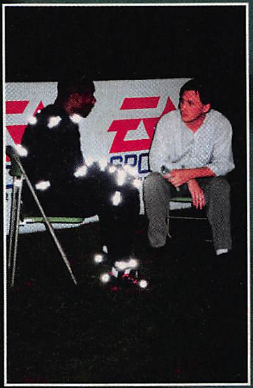


This time around, it is the talented, Roy Lassiter, that adorns the *FIFA* package.









All I can say is that Roy Lassiter, striker extraordinaire, was a pleasure to talk with. Well spoken, polite and a true sportsman, Roy displayed the kind of class and sincerity that we hope to find instilled, in the characters, of our children's heroes. Accompanied by his family, Roy took time off from the rigors of motion capturing, to kick a ball around with his son, and talk with GameFan. Much of what I had to ask him about concerned his feelings toward being apart of the Word Cup, the unfortunate incidents with the Costa Rican fans (I can only imagine what he might have to say, now, about the deplorable behavior of the Mexican fans!), and having his picture on the box of the new *FIFA* title.

"I feel very lucky to be able to play [in France]," explains Roy. "It's a dream come true."

And what about being the poster boy for FIFA: World Cup?

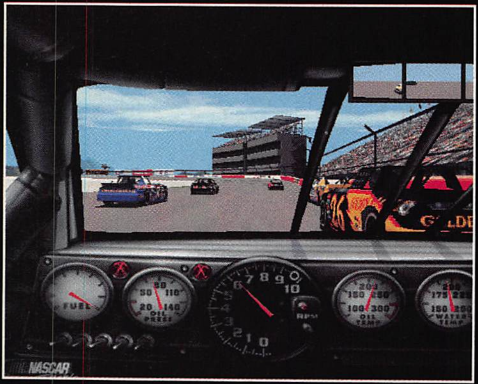
"I grew up playing [video games], seeing the likes of Madden on the boxes. It's amazing to see myself, now... My son loves it!"

What stuck with me, the most, though, was Roy's comments about being a role model.

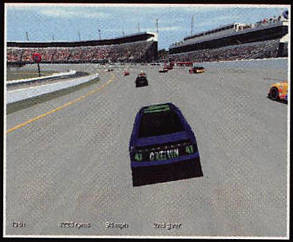
"I just want to be the type of [role model] that kids can look up to."

Be like Mike? Personally, I'd rather my son be like Roy.

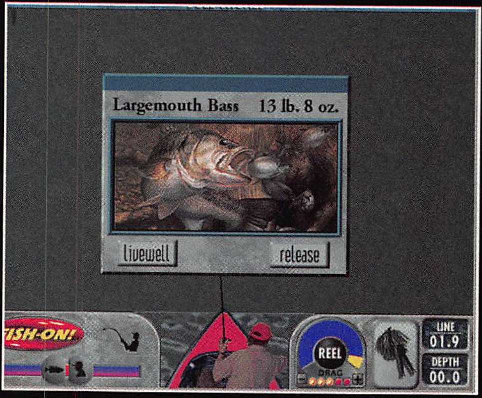
Nascar



Better known for their kick-ass *NASCAR* simulations on the PC, Sierra Sports and their Papyrus NASCAR design team will try their hand at another PlayStation version of the game. Papyrus has won plenty of awards and industry accolades with their PC versions of the game and now they are hoping to bring that same energy over to the PlayStation. They recently announced they are throwing their hat into the PlayStation racing ring at an event they hosted at the Daytona 500 in mid-February. *NASCAR 3* will utilize an entirely new physics model this time around and they have some big time fire power in the form of NASCAR favorite Bobby Labonte who they hired to be the spokesperson for their game. Labonte has also been involved in some of the design sessions. The cars will be allowed to leave the track, debris will fly, and collisions will be high impact and car performances will be affected depending on the severity of the crash. The PC version is the main priority for Papyrus, but given the shortcomings of their first *NASCAR* game for PlayStation. Their entire team seems intent on learning from their mistakes and this time they have assured us that the engine will be smoking. PlayStation gamers will be in for the ride of their lives this time around.



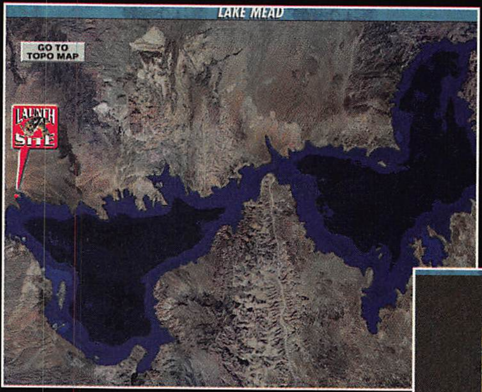
Trophy River



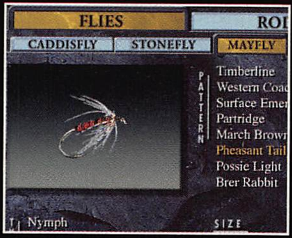


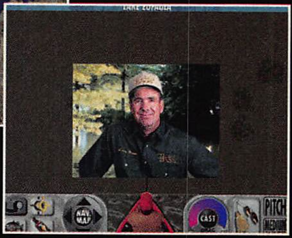
Sierra Sports is hoping to load up their gaming boat with a few more fans. This time around they are hoping to catch gamers hook line and sinker. Sierra have been giants in the PC sports gaming category for the last few years. Now they are putting a line in and will be releasing *Trophy Rivers* for the PlayStation later this year. All of the details haven't been finalized as to what the game will or won't include from a features stand point.

But here's what we have been able to uncover so far. The game will have at least five legendary rivers teeming with a variety of fish species. Weather conditions, water temperature, and a number of other factors will impact the environments and affect what you need to do to catch the fish. You will be able to get some Pro Tips to help you catch the big ones, and you will have a tackle box where you can choose your bait and the type of gear you want to use. Conventional rod and reels or fly fishing gear will be accessible. You will be able to fish your way through 200 miles of world class trout water, travel by driftboat, canoe, or from shore.







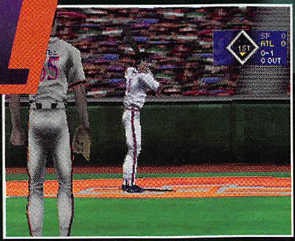






VR Baseball

VR BASEBALL





One of last year's big surprises was *VR Baseball*. A superb baseball sim, *VR Baseball* turned many gamers off with its crummy graphics. It was those gamers that lost out, though, because some of the best AI and baseball simulation was hidden beneath that rough exterior.

A year has passed and the boys at VR Sports have been hard at work, fixing the graphics, sound and playability so that a bigger, badder baseball title could be created. Did they succeed? A little early to be casting ballots on that, but things certainly look to be moving in the right direction.

Let's look at the obvious: *VR Baseball '99* is clearly better looking than its initial installment. Granted, it isn't at the same level as some of the competition, but the improvement is nonetheless a welcome sight. It could still use slightly more color and the player models are a bit awkward, but this isn't important.

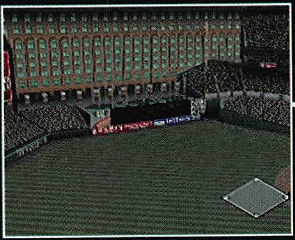
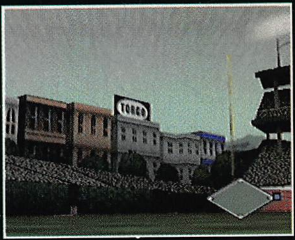
What is important is that *VR Baseball '99* utilizes the same great interface which made the first so enjoyable. The batting grid is still broken down into nine sectors and the pitching grid has eighty one. As a manager, you will still be able to instantly access many of the menus, and the options are numerous.



Although it is nearly impossible to tell from the preview version, I am told that the corrections to the already exemplary AI are vast. All of my beefs with last year's title,as well as a bunch I hadn't even thought of, have been addressed. Diagnosis? *VR Baseball '99*'s AI will remain some of the best for any baseball sim out there.

Mike Piazza

Piazza BASEBALL

Everyone and their mother is jumping on the sports bandwagon. And why not? They far outsell any other genre. Publisher GTI has decided to throw their hat into the ring as well, opting to test the market with a baseball title. Devil's Thumb Entertainment will be developing it and looks to be the only competition for *Griffey Baseball* on the N64.

With Dodger Golden Boy and Pert user, Mike Piazza as the poster boy, Mike Piazza's *Strike Zone* boils over with potential. Less attention is being paid on hard core simulation, leaving room for gamers to enjoy an arcade-style experience, while still remaining faithful to America's favorite pastime.

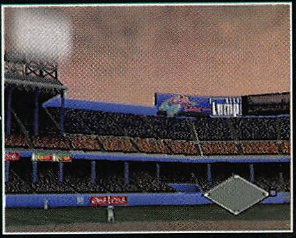
All of the standard stuff is in there. You've got all the MLB teams and stadiums to choose from. Noticeably missing in this version, is the MLBPA license. Not getting this license would be a total disaster (look what the lack of MLB license did to Crystal Dynamics' *3D Baseball*). GTI has assured me that it is coming, though.



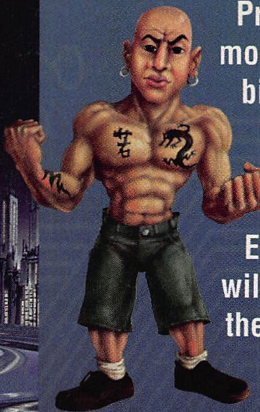
On top of the standard innards, expect to see a myriad of secret s, from zany pitches to monster homers and inhuman defensive moves. Another great addition is that of fantasy teams. Create your own squad from the available Major League players, or create your own. There's also the option to customize your fantasy teams, giving them names as well as logos you design yourself; pretty cool.

Next issue you'll get the skinny on how this potential powerhouse plays. Until then, this is adios from El Nino.









Pressed for time and space, this month's "Japan Now" is just a wee bit smaller. But don't worry as more upcoming updates of the latest gaming news from the Far East, especially on Parasite Eve, as well as the latest craves will be shown next month. And for the latest info, go to our website at www.gamefan.com.

NEWS

Game Delays Make Way for a Game Deluge!

Many of you may be wondering why so many high profile games were pushed back into '98 after being 'set in stone' as late '97 releases. The logic is simple, really: Most third parties would rather have the always fashionable game of the year tag attached to '98, as '97 was rapidly coming to a close. Thus, games like *Parasite Eve* get moved into the new year so they can be called the "Game of '98" by the Japanese press. I don't know about you, but I think this may be taking things a little far.

Game Boy KISS LINK

Hudson of Japan has announced the first ever PC comm link that will allow users with a PC to download GameBoy games from the Internet. Ascii will have the downloadable games available on their website as of March 6th. The hardware will be available for a mere 4980 yen (about 44 bucks!). Hudson will also have a custom version of *GB Nectaris* (*Military Madness* on GB!), complete with original maps available only on the *GB KISS* version.

Backlit and Color Gameboys?? YEAH!

Yep, you heard right! The big "N" will be releasing backlit versions of the GameBoy! Not only that, "color" versions have also joined the family and will bring many hours of "new" gaming happiness to those that are still in the '8-bit' world of Gameboy. The info and specs are still yet to be announced, but the average life of two little "AA" batteries is said to last approximately 10 hours! Cool! Oh, and the LCD is apparently being done by Sharp.



32-bit CPU Memory Cards?

On February 19th, SCEI of Japan is planning to release yet another version of the ever-important memory card. The name of the product is PDA (Personal Digital Assistant, like Apple's Newton), which allows users to save games like a normal memory card, but with new features such as planning and organizing dates and schedules. Not to worry, if the appointment you planned is in say 10 minutes, you'll be notified by a pager-like sound. The buttons are used to scroll through options and such. Not to be confused with the stress-inducing Tamagotchi.

Pocket Camera Print Club!

Nintendo has done it again! In the latest "Print Club" craze Nintendo releases a "Pocket Camera" and "Pocket Printer!" The Pocket Printer runs at about 5800 yen (52 dollars), and the Pocket Camera goes for 5500 yen (50 dollars)! Plus the extra rolls go for about 5 bucks a roll! And there are even wacky mini-games and a "beginner" version of Photoshop so you can fool around with yer pics! How cool is that?! Lucky Hikaru... Waka's girlfriend decides to send him one, and I get stuck with the shipping bill....



Colored "DUAL SHOCK"!

Taking a cue from Nintendo, on February 26th Sony will release different colored versions of their million selling "DUAL SHOCK" controllers. The colors available will be Gray, Emerald, Island Blue, White, Cherry Red, Crystal, Lemon Yellow, Candy Orange, and finally, Black. On March 19th, the available colors are White and Diamond Black followed by Crystal, Emerald, Island Blue, and Smoke Gray in April. Each will be 3300 yen (27 dollars!!)! Order now, as these are going to be really hard to find in couple of months.

Parasite Eve Campaign

On February 26th, Japanese convenience stores have started the Parasite Eve "Get! Poster" campaign. Gamers and even the average "joe" shoppers can go into their local store (with the digicube label of course), and get "FREE" posters of Parasite Eve! How lucky they must be... Glad mine's on the way! Yeaaaah!







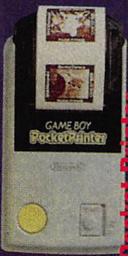


Memory Card Shinhatsubai!

January 29th, Sony is releasing different colored versions of their Memory Cards. Prices will be the same 2,000 yen (about 16 bucks). By the end of the year, they will have released at least 20 different colors as well!



Pocket Camera



Pocket Printer



Refill Rolls



Pocket Camera allows the user to import their image into mini-games of their choice! Nintendo is planning a US market release as well! Goody!

Future is Now

Real Bout SPECIAL





The Game

Real Bout Fatal Fury Special - the latest in the series of games that built SNK into the fighting game company it is today. Without this series, there would be no Samurai Shodown, no King of Fighters. And yet, as I've said many times before, it's also not SNK's best fighting game. Don't get me wrong, it's a good fighting game, the control feels solid, it's got some mad combo possibilities, and the ability to move back and forth from the foreground to the background gives 2D fighters a new twist. While it's good, it's just not exceptional-it just doesn't have that certain something, that spark that make SamSho and KOF classics (and while it's responsible for some of SNK's most popular characters, they're done better and with more attention in KOF).













The Future is Now...

The Goodies






So what goodies do you get in the home version? Well, you've got a practice mode, to improve and hone your fighting skills. Then you get "challengers" - characters that pop up while you are playing and fight against you, as if someone came up to you in an arcade and challenged you to a fight. Interesting concept, doesn't really make that much of a different, and sort of a cute touch. And, of course, I can't go without mentioning "Blue Mary Blues," one of the coolest extras I've ever seen in a fighting game. After beating the game, you get a little "music video," based on and sung by everyone's favorite fighting femme (or at least MY favorite) Blue Mary. It's done in that old-style real-time animated FMV method (such as the cinemas in Lunar: Eternal Blue were), with a cool little Japanese jazz tune playing. You've gotta love SNK.

The Translation

The Saturn version is perfect as far as I can tell. Okay, I'm sure that there are little differences here and there, but from what I played of the arcade version, I can't see any difference here. The animation, voices, character sprites, timing, speed, it all seems to be there, even down to the hillarious announcer that sums up the legacy of "SNK English" better than anything ever could. So, there you go - if you want an excellent copy of Real Bout Fatal Fury Special and don't currently own a NeoGeo, the Saturn version is waiting for your purchase. Next, it's on to KOF'97, where talk about wether or not SNK is going to use the 4 Meg RAM cart or not will finally be revealed (if there is a God, it'll use it so that we get a perfect, silky smooth translation (Ed's Note: 1 Meg, <sigh>) (My Note: I refuse to stop hoping until the game actually comes).

' Doshi

R REVIEW

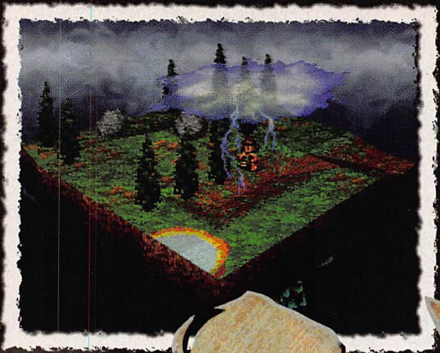
SEGA SATURN

DEVELOPER - SNK	# OF PLAYERS - 1-2
PUBLISHER - SNK	DIFFICULTY - ADJUSTABLE
FORMAT - CD + CART	AVAILABLE - NOW (JAPAN)



MECHA SHIDOSH
Hey... how's it going dude?

is Now...







Solo Crisis

ノロ・クライシス







I was getting ready to head off into the sunset after a long week of work had passed when a distant rumbling resonated across the office. Closer and closer, it was gathering in ferocity; instinctively, I grabbed my Nerf dart pistol—then it struck! "DIE YOU ABOMINATION!" I bellowed, and proceeded to pelt *it* with Nerf darts. Alas, poor ECM's wounds from last week still persisted, giving him an 'I was attacked by an octopus' effect. So when he approached my desk, with an evil glint in his eye, and dropped Quintet's *Solo Crisis* off for review (creators of *Actraiser*), I had a feeling this was his way of getting back.

Solo Crisis is about one thing: good concepts executed poorly. While this might be easier to take than having to review a game that sucks, it's extremely disappointing when good ideas get flushed down the toilet. The basic gameplay elements stir memories of the mighty *Populous*. *Solo Crisis* tries to mix the building concepts in *Populous* with strategy/RPGs like *Final Fantasy Tactics*... except it doesn't work. While the strategies and terrain tactics used are both interesting and innovative, it's just not exciting or dramatic to watch.

Graphically, *Solo Crisis* is in desperate need of a makeover—sprites on a polygon background could be done better, as all characters are pixelated to near death, and the terrain and buildings couldn't be much more lacking in detail. Once in a while you can call upon your god-like powers to create rainstorms, sunlight, and earthquakes. All of these are done with the same pizazz of *Ogre Battle*'s spell effects...and they still look the same, <yawn>.



Where *Solo Crisis* does excel is in its innovative gameplay. Lead a limited group of humans to build shelters, conquer the evil underworldlings, and destroy the evil god's temple. To do this, you constantly build structures to hold your worshippers, confront enemy targets in the similar style most strategy/RPGs follow (i.e. *Final Fantasy Tactics*, *Vandal Hearts*, etc), and alter the terrain. This is probably the most unique feature, as whatever terrain changes made will literally affect your opponent, as the enemy is directly underneath you. Creating a hill on your side will create a depression on the enemy's land. This creates a unique strategy, especially when you decide to make a run at the evil god's temple.

Though definitely not a bad game, it becomes difficult to play due mainly to a lack of any graphical flair. It's also going to strain your Japanese, as a very good understanding of the language will be necessary to play. And as much as I like Quintet's masterpieces (thank you for *Actraiser* and *Soul Blazer*) as well as the cool features in *SC*, it reminded me that I had more fun with certain text adventures. Oh, and it reminds me not to shoot ECM with Nerf darts any more... D





R REVIEW

SEGA SATURN

DEVELOPER - QUINTET
PUBLISHER - ESP
FORMAT - CD

OF PLAYERS - 1
DIFFICULTY - INTERMEDIATE
AVAILABLE - NOW JAPAN



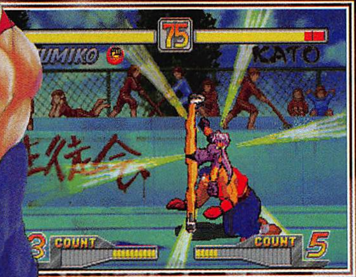
DANGOHEAD
Mental note:
ECM hates darts...

速攻生徒会
Sonic Council







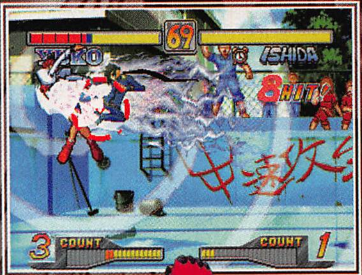




I know what you're thinking... 2D cutesy, chick fighting game, right? Heaps of animation frames that are geared towards drawing leers rather than looking good? Flashy special moves and supers, and not a single ounce of gameplay to be found at all, eh? You couldn't be more wrong; at least this time...



Banpresto's Sonic Council isn't going to breathe new life into an overdone genre: the 2D fighter, but it incorporates some of the best gameplay elements of previous fighting games. Dash attacks, chain combos, launchers, two-in-ones, counters, and even super cancels are all present in this import sleeper.



Yes, beneath all the bubblegum and high-pitched laughter is a fighting game engine with definite replay value. Skill will prevail (over the evil button mashers), and you'll need it to execute some of the game's deeper features such as counters and super cancels. A large part of the way Sonic Council plays is probably due to Ishi Senji, a writer for the Japanese magazine Gamest, who helped develop the combo system for Sonic Council. He was around throughout the development of the game to insure that it would play well, and it certainly does.



Gameplay involves charging up your super meter by performing (chain) combos and normal and special moves (most of which are quarter/half circle pad motions ended with a button press).

Instead of limiting you to three supers like most 2D fighters, SC lets you store 10 (count 'em 10!!!) supers. This number is staggering when you consider the super cancel possibilities. Chain combos and launchers will appeal to those Marvelous gamers while others may find the counters more appealing. Any time you block an attack, pressing the punch, kick, and "R" buttons simultaneously will perform a 'Sonic Shift': Your character will dash to the opposite side of your adversary allowing you to counterattack. The only penalty is the depletion of one super.







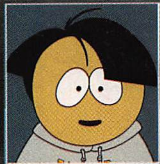


To top off this <gasp> "gem" of a game is the variety in character's playing styles. To name a few: Kato is a grappler (and one of the few men in the game), while Kumiko is a "counter" character with high, middle, and low counters for special moves like Virtua Fighter's Akira.

Game options include the basic fare: One player story mode (fight with a plot), Vs mode (bash your buds), survival mode ("I will break you..."), and training mode (combo practice). Sonic Council is an import which will probably never reach American shores, but it has enough gameplay to warrant a definite rental, if you can find it. -EGGO

R REVIEW

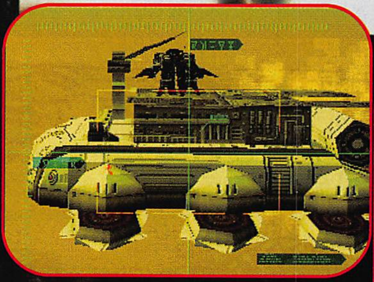
DEVELOPER - BANPRESTO	# OF PLAYERS - 1-2
PUBLISHER - BANPRESTO	DIFFICULTY - AVERAGE
FORMAT - CD	AVAILABLE - NOW JAPAN

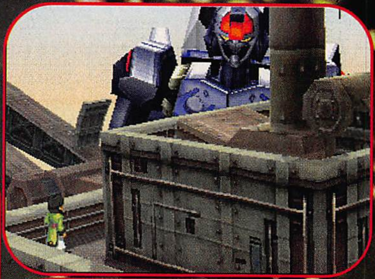


EGGO
All this... and brains too?









"And on the eighth day Square awoke from its rest and created Xenogears." Yes, this month is host to not one, but two role-playing games from the mighty Square. If Saga Frontier is not enough for you RPG hungry fiends, you can run to your local importer and pick up a copy of Xenogears. At press time, there's been no official word from Square if or when they'll be bringing it over, but they would be out of their minds if they didn't.

Xenogears, although not directly comparable to Final Fantasy VII (but then what does compare to FF7? <looking behind me for a ranting, raving ECM>), remains a high quality Square RPG which puts itself in a separate category from the rest of its RPG brethren just by its heritage alone.

In terms of graphics and sounds, Xenogears lives up to its top-billing. Just take a look at the hand drawn character profiles and 3D backgrounds. Going the opposite way of FF7, Xenogears features 2D sprite characters interacting with a 3D world. It's all done well (they don't look out of place despite the polygon backgrounds), but I do have a gripe about the game's tendency to zoom in on the sprite characters every time you enter or exit an area. Whenever this happens, you can't help but grimace at the hideous, pixelly visage before you. When the camera zooms back out, the characters look fine. It's just when they're close that you'll be reaching for a brown paper bag.







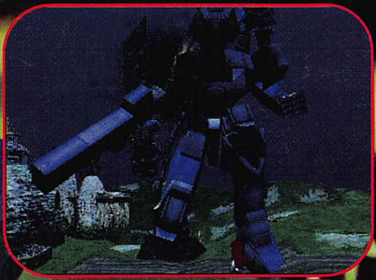


The music of Xenogears sounds more like real instruments than synthesized, putting this game closer to FF Tactics than FF7 in the video game aural arena Hall of Fame. Personally, I'm not crazy about Xeno's music. It's not bad, in fact, it's very good... it's just not my style of music.

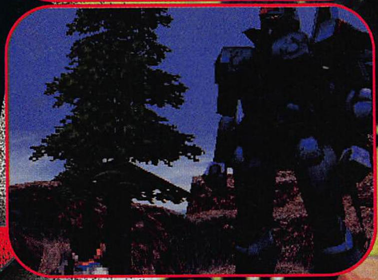





Instead of giving you the same-o same-o RPG battle mechanics, Xenogears has two innovations which spice up normally dull fight scenes. There is the complex combo system (see boxout) and the characters also pilot mechs. That's right, you won't be spending every waking moment as a puny, 2D sprite, because there'll be times when you're playing as an enormous, Godzilla-smashing 2D sprite. Similar to Front Mission, your characters each have their own mech which they'll control for certain portions of the game. You'll wander the world map as a sprite, but when a battle occurs, your mech becomes a larger-than-life polygon behemoth. And when you enter a battle as a mech, moves are powered by fuel,











Xenogears

another statistic you'll have to keep an eye out for (those damn gas-guzzling robots... Argh!).

Whenever you talk about a Square game, the subject of CG will inevitably come up. And the lengthy intro of this game mixes CG with Japanese animation, a la Ghost in the Shell—it looks amazing. As you play Xeno, you'll be treated to high quality, anime-like cut scenes which serve as a reward (Scooby Snacks) for passing parts of the game. Occasionally, they'll intersperse CG with the anime, but it isn't as CG heavy as VII. In case you were wondering, Xenogears fills up two CDs.

Don't quote me on this, but Square MUST bring this RPG over to America. Since they're taking the time to translate Saga Frontier, I'm sure it's only a matter of time before the lengthy, detailed story of Xenogears is brought over here.

R REVIEW

PlayStation

DEVELOPER - SQUARE

PUBLISHER - SQUARE

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - AVERAGE

AVAILABLE - NOW JAPAN



EGGO

"Do it. Do it now! I'm ovah heah. Bring it heah!"

Xenogears WALKTHROUGH

It's vocabulary time, folks: "Gaijin" – Japanese for foreigner. "Gaijin Protection" – Gamer term for RPG puzzles which will stump the non-Japanese-reading American gamer trying to play the game through using visuals alone. A classic example of what I'm talking about is the opening town of Final Fantasy VII, Section 7 according to Shidoshi, in which you have to talk to lots of people and backtrack multiple times in order to trigger the next event.

That was only one section of FFVII, but most of Xenogears is like that – Gaijin protected. Just figuring out where to go and when you should leave a town is confusing in this game. I wouldn't want to give you a glowing review and then strand you, the dedicated RPGer, to sink in the sea of text that is Xenogears. These two pages are a kindly walkthrough for the beginning towns of the game to lower your blood pressure and help you crack some of the early Gaijin Protection. After that you're on your own. Due to space constraints this is all we can provide.

Rahan Village

Your adventure begins in Fei's, the main character, house. Go up the stairs and talk to Timothy, the guy in the blue tank top. After that, open the door and try to leave. You'll end up talking with Dan, the short red-headed brother of your love interest Alulu. Once you're out in the village, find Dan again and talk to him, selecting the top choice. After that, talk to Alulu, who'll be on the second floor of her house. Following your tear-jerking good bye (she's about to get married), take the north path out of the town. Make a left at the fork and look for your Sensei's house.

After some wandering and a running jump, you'll reach two buildings. Go into the bigger one and talk to Youi and her kid. Then, go into the smaller building and you'll talk to Stan, your Sensei. Now, head back to Rahan village and you'll be interrupted by a firefight between a group of mechs. You'll join the fray in a mech of your own.











Forest

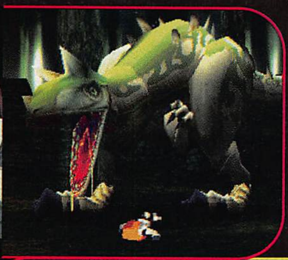


With nowhere else to go, head Southwest on the world map and go into the forest. As soon as you enter the forest, you'll see a felled tree which you can see the growth rings of. Follow the right side of it, and you'll arrive at the base of another tree with large roots and an animal standing nearby. Chase the animal up the roots and to higher ground. Keep going till you start walking on a log/bridge. A boulder will come loose and follow you down the log. Once you've avoided it, return to the spot where the boulder fell, and head west up the log. Keep going till you reach a the second sign, then make a right. Fight the dinosaur boss



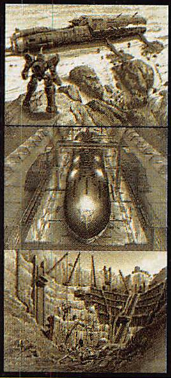








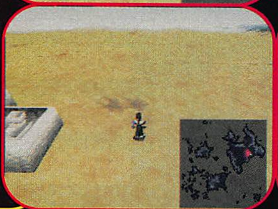
Desert Town



When you regain control, wander through the desert and you'll find a town in the middle of it. In the town, look for a large round building near a ramp. Enter it and talk to the hooded man when you get in. From there, Stan will talk to you on the bridge and say he wants to look for parts for the mech, but he needs a buggy to get by the desert. You'll find just what you need at the NE part of town parked in front of a building. Go inside, and you'll negotiate with the owner who agrees to let Stan borrow it. As Stan leaves, taking the buggy, the owner tells you that you shouldn't let him go alone. Looks like you'll have to search for him in the desert without a buggy.



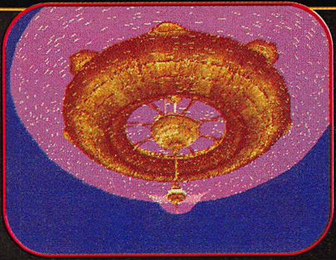






Desert

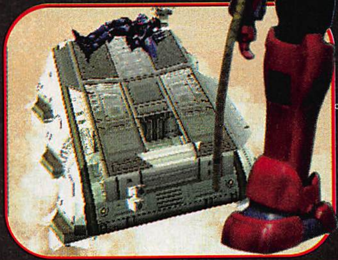
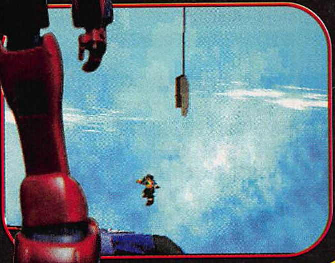





Leave the desert town and head into the heart of the desert on the world map. When you find the area you're looking for, you'll see endless sand dunes and will lose the help of your compass. You'll also catch a glimpse of mechs running by you. Go towards the NE part of the screen to follow the mechs. After that you'll steal a motorcycle and end up fighting in your mech again, eventually taking on a Worm Boss. Don't attack with physical attacks, use your fireball instead.

Sand Barge

When you wake up on the sand barge, it'll be under attack. Make a right and look for the crane. The barge is heavily damaged and sand will pour in as you try to escape. Walk out to the edge of the crane and you'll do battle in your mech again.

Cave



The next leg of your journey takes place in an underground cave maze. Start by pushing aside the boulder to reveal the path to freedom. Keep going till you reach a fork with a robot at the crossroads. Take the left path and enter the hermit's cave (which the camera will focus on). After talking to him, he'll tell you to disarm the two sensors in the cave. If you keep talking to him, he'll give you a bunch of options. The third one gives you the chance to tune-up (heals damage and refuels) your mech for cheap. Jump up the lily pad-like stones and take the top path to the first sensor. The second one is back at the fork with the robot. This time, make a right at the fork and you'll see the sensor on a ledge above and to your right. Once both sensors are disabled, return to the hermit and he'll lower the gate allowing you to pass.





That's as far as my limited space can take you. Good luck playing the rest of the game.



BATTLE COMMAND SYSTEM




Xenogears' battle system is both novel and entertaining. Instead of having the basic "Attack" command as you would in most RPGs, your character performs combos. You'll want to keep a constant eye on your character's Attack Points (which increase as you level up). The "square," "triangle," and "circle" buttons each produce a light, medium, and hard attack which use up one, two, and three attack points respectively. As your character gains more experience, (s)he will learn specific combos which use less attack points but lead to more damaging techniques. Since you're not using up all your attack points for that round of combat, they become stored in a separate AP gauge. When you've saved up enough APs for a rainy day, you can execute an extra long combo which links together all the combos you have been using. It may sound confusing, but when you play, it'll all make sense.





Repairbot – There's a repairbot wandering the cave system, and he looks just like the one at the fork. If you encounter him in a battle, don't attack him. Instead, keep selecting Guard, and he'll eventually refuel you and cure you of all damage. When you're done, just escape the battle so you can meet him later.



BOMBERMAN WORLD



R REVIEW

PlayStation

DEVELOPER -HUDSON

PUBLISHER -HUDSON

FORMAT - CD

OF PLAYERS 1-5

DIFFICULTY -ADJUSTABLE

AVAILABLE -NOW JAPAN



ECM

Strike 3 You're out

During the heady days of my college experience I spent a great deal of time not going to class for two simple reasons: Bomberman and Bomberman 2 on SNES. Sure, Street Fighter 2 Turbo and Primal Rage (hey, it was cool for a few weeks) ate up some of my test-taking time but it was mainly Hudson's bomb 'em up that gave me pause to wonder if I might ever graduate. Since then, though, it's been a rough road for their trademark demolition droid-I wasn't exactly enthralled with any of the Saturn or N64 BM's. The latest chapter in the once-great BM series: Bomberman World on Sony's PlayStation finally makes its long-awaited debut. This time out Hudson's opted for an isometric perspective and lots of plasticy rendered sprites.

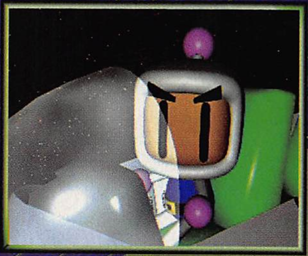
Now, once in a great while, rendered characters are decent-especially when they're well-animated. Which brings us to problem numero uno: When it comes right down to it, sprites and the PS don't mix. Blame it on a lack of RAM if you will, but it really rears its ugly head this time out. Everything in BMW looks nice in screen shots because of the use of a higher than standard resolution, however, trading resolution for animation is a big no-no in my book.

"go back to your roots and give us the Bomberman we want..."

Just about everything in the game features a serious lack of frames. It seems that only every 3rd frame is ever displayed and that makes for some very choppy graphics (think of a strobe light when you go out to a club and that should give you some idea). Secondly, the isometric perspective just doesn't work for this type of game. All it winds up doing is adding to the frustration of not knowing when you're actually safely behind a block, resulting in many flaming deaths that could have, nay, should have been easily avoided. It becomes very frustrating in short order, especially when you have to play the gloat-happy guys around here-I'm digging Dangohead's grave right now...

In any event, nice try but no thanks. I just don't understand why Hudson can't just leave well enough alone and just keep cranking out updates on the same basic premise of the 16-bit BM's. It's one thing when the formula is tired and stale, but they hit the pinnacle back in '93 and every step since then has been one mistake after another. So I beg of thee, Hudson, go back to your roots and give us the Bomberman we want-no more polygons and weird perspectives. Think of the college students of the world, and how they won't have the same opportunities to barely pass test after test like I did. Oh, and while you're at it give us back the Soldier and Thunder series of shooters-then I could die a happy man.

-ECM









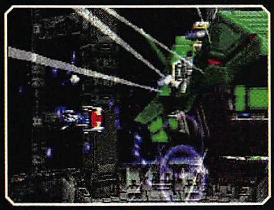




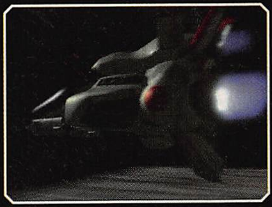


R·TYPES





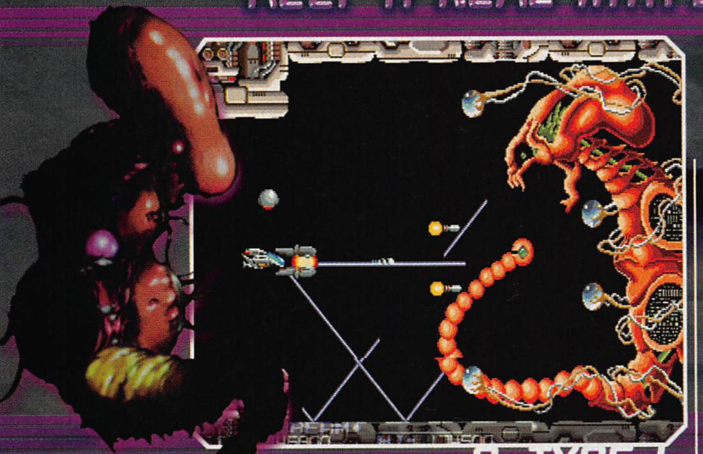


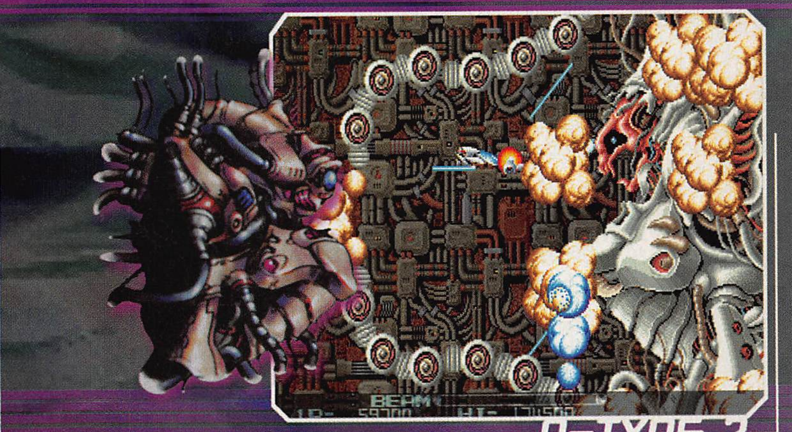


Being the resident shooter-freak at GameFan it is my sworn duty to spread the word about this almost totally forgotten genre. While Japan regularly revels in the latest masterworks from Raizing (Soukyu Gurentai), Taito (G-Darius), and Seibu Kaihatsu (Raiden Fighters) we in America have to deal with the odd shooter every 3rd blue. Back in the day, we were inundated with an armada of shooters the likes of which consoles had never seen and will probably never see again; every other game on Genesis and TG16 seemed to be a shooter for a time. R-Type was a favorite on the ill-fated TurboGrafx-16 and Sega Master System, and even received some note as a SNES game with Super R-Type (a modified RT2) as well as R-Type 3 (from Jaleco, oddly enough). Yep, I was dying to see what these games were like years and years after I had last played them, and I didn't really ever expect to see hide nor hair of them after Irem hit the skids.

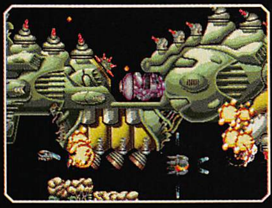
Now I know a lot of you will disagree with me on this, but R-Type never struck me as much of a 'skills-based' shooter. It always amounted to memorizing exactly where to be at any given moment and didn't feature much in the way of intuitive gameplay; more often than not you had to die a lot before you figured out where to hide at any point in time. In any event, I still played it seeing as how it featured one of the greatest bosses of all-time (that rat-thing at the end of the 1st stage) and provided some ammo to show that the TG16 was capable of generating hot 'arcade-quality' graphics. The two games on this disc are exact arcade ports and if you loved R-Type back in the golden years you'll probably love it all the same-it just doesn't seem to have aged very well. Maybe I'm just spoiled and jaded but I had a really hard time getting into a game almost totally devoid of parallax and still contains a healthy amount of slowdown. And while it's nowhere near as bad as that found in Super R-Type (remember that? Ack), it still tends to detract in this era of no-slowdown, super-colorful, sprite-based beasts.

KEEP IT REAL WITH 2 OLD SKOOL SHOOTERS!!!


R-TYPE 1


R-TYPE 2









That about says it all for this one. Anybody that knows that they still like these games should run screaming to their nearest importer for this one; a US release is no-go. Those that aren't sure may want to try and track down an old RT machine (in the Play Choice cabinet, no less) and see if it really is as good as you remember. Otherwise, there are a couple of other PS shooters I could recommend first; something by the name of Einhander comes to mind as well as a little number called RayStorm. -ECM

R REVIEW | PlayStation

DEVELOPER -IREM	# OF PLAYERS 1-2
PUBLISHER -IREM	DIFFICULTY -HARD
FORMAT - CD	AVAILABLE -NOW JAPAN



ECM
Some games age like a fine wine-others,uh,don't...

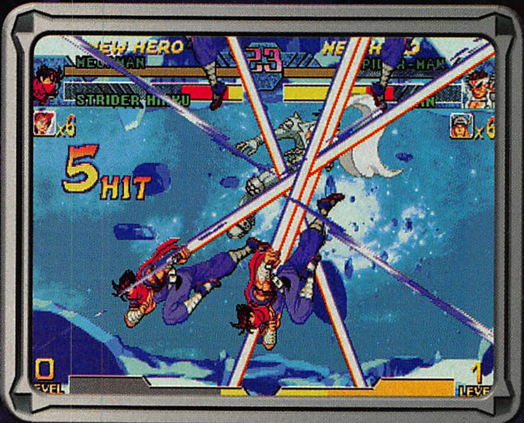
QUARTER CRUNCHERS



MARVEL VS. CAPCOM
CLASH OF SUPER HEROES

a fighting fanatic's dream come true,
a gf mini guide on capcom's latest creation.

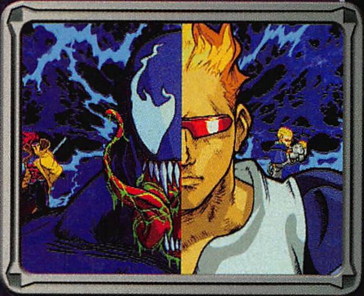
for those who care:



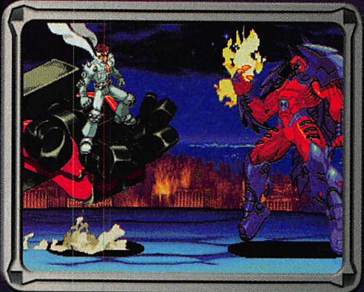


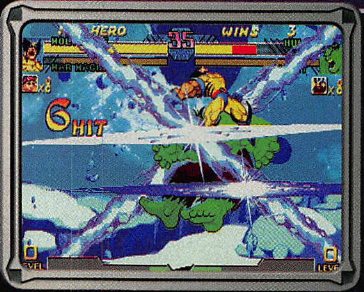


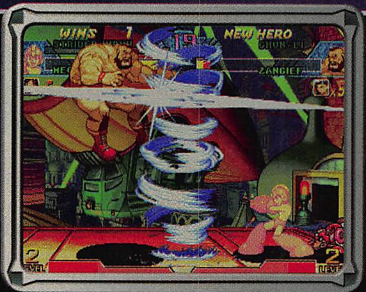
During my growing years into the gaming experience, my circle of friends would ramble on for hours, how cool it would be to have all our favorite characters from all the video games we have played to go out on it one-on-one. My picks were obvious to me: Joe Musashi from "Shinobi", Kid Nikki from "Kid Nikki", and of course, Megaman. Skip ahead about 9-10 years ahead and I'm standing in front of a large screen at an arcade, watching with awe, Megaman fighting Strider in Capcom's newest 2D fighter Marvel Vs. Capcom. Well, it only took ten years and no Joe or Kid, but at least a Megaman.



Marvel Vs. Capcom is both a celebration and an achievement. Yeah, you had X-men Vs. Street Fighter, and Marvel Super Heroes Vs. Street Fighter, but having non-conventional Capcom action game characters like Strider and Megaman, and all new Marvel fighters like Venom and War Machine (well, not so new) is a refreshing welcome. And like all the "Vs." Capcom fighting series, mad combos abound here. All the options found in the previous versions are also here, plus a new Tag Team feature. This new feature places both characters on screen at the same time, with you controlling them AT the same time with FULL super meters. Yes, if the word "combo-fest" had an actual physical representation, this game would be it.









Basic gameplay

Dash Forward: Tap forward twice on the joystick, or tap all 3 punch buttons while holding forward
Dash Backward: Tap back twice on the joystick, or tap all 3 punch buttons while holding back
Super Jump: Perform a down-up motion on the joystick, or press all 3 kick buttons
Advancing Guard: Pushes opponent away while blocking. Press all 3 punch buttons while blocking
Switch fighter: Press Fierce punch and Fierce Kick simultaneously.
Variable Counter: Done while blocking, your partner will jump out and counter. Perform a quarter circle motion from back to down and press Fierce punch and Fierce kick while blocking. Takes away one Super meter.
Subcharacters: Will call selected subcharacter to attack. Press Medium punch and Medium kick.
Super Meter: Fills while you attack or are being attacked to a max of Level 3. Once filled can be used to perform various supers.
Super Moves: Each character has a special attack that takes away one-filled Super Meter. Usually performed with a quarter circle motion while pressing two or more buttons.
Tag Team Supers: Requires a Level 2 filled Super Meter. Performed with a quarter circle motion (down to forward) while pressing Fierce punch and Fierce kick.
Tag Team Attack: Newest feature, calls both fighters on screen with maxed out Super meters. You control both characters for about 10 seconds. Requires a Level 2 Super Meter. Performed with a quarter circle motion back (down to back) while pressing Fierce punch and Fierce kick.
Taunt: Press your start (1P, 2P) button to taunt opponents.

weak / medium / fierce

abbreviations:
ch.: charge for two seconds
c.: crouching
s.: standing

Key
1. super moves
2. launcher
3. taunt
4. move commands





captain america

specials
- shield slash
- stars & stripes
- shield rush

super moves
1. final justice
2. hyper charging star
3. hyper stars & stripes





incredible hulk

specials
- gamma tornado
- gamma slam
- gamma charge (ch. / or ch.)

super moves
1. gamma wave
2. gamma crush
3. gamma quake









war machine

specials
- shoulder cannon
- repulser blast
- smart bomb (wp + mk)

super moves
1. proton cannon
2. war destroyer



spider-man



maximum spider · crawler assault · s. mp



specials

- web ball
- spider sting
- web swing
- web throw

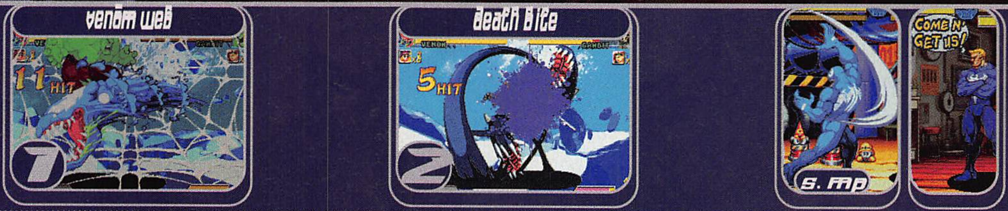
super moves

1. maximum spider
2. crawler assault
3. ultimate web throw



venom





venom web · death bite · s. mp

specials

- venom fang
- web throw
- venom rush

super moves

1. venom web
2. death bite



gambit


royal flush · cajun explosion · c. fp

specials

- kenetic card
- trick card
- cajun slash
- cajun strike (ch. … or …)

super moves

1. royal flush
2. cajun explosion (… or …)





wolverine




wepon x · fatal claw · bezerker barrage x · s. fk

specials

- bezerker barrage
- tornado claw
- bezerker slash
- drill claw (mp + wk + Hold any direction)

super moves

1. weapon x
2. fatal claw
3. bezerker barrage x





shinkuu hadoken



kuchu tatsumakisenpukyaku



mode change





c. fp

ryu

specials

- hadoken
- shoryuken
- tatsu makisenpukyaku

super moves

1. shinkuu hadoken
2. kuchu tatsu makisenpukyaku
3. mode change + any



change key: ryu ken akuma

buttons represent arcade panel layout..................



akuma super 1



akuma super 2



akuma super 3



akuma super 4



ken super 1



ken super 1



ken super 1



super moves

1. shoryu reppa
2. shinryu ken
3. shippu jinrai kyaku



super moves

1. messatsu gohado
2. messatsu goshoryu
3. tenma gozankuu (air)
4. shun goku satsu — wp,wp → fp (lvl.3)



captain sword



captain storm





s. fk





captain commando

specials

- captain fire
- captain corrida
- captain kick
- command strike

super moves

1. captain sword
2. captain storm







kikosho



senretsu



hazan



shichisei



s. fk



chun li

specials

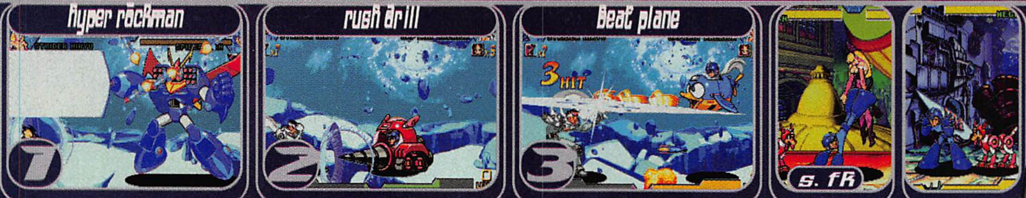
- kikoken
- zenretsu kyaku — tap
- zenkyou kyaku
- hienshu

super moves

1. kikosho
2. senretsu kyaku
3. hazan tenshou kyaku
4. shichisei snekau kyaku (air)



megaman





specials

- rock upper — +
- rock buster — charge fp
- item use — +
- item change — +

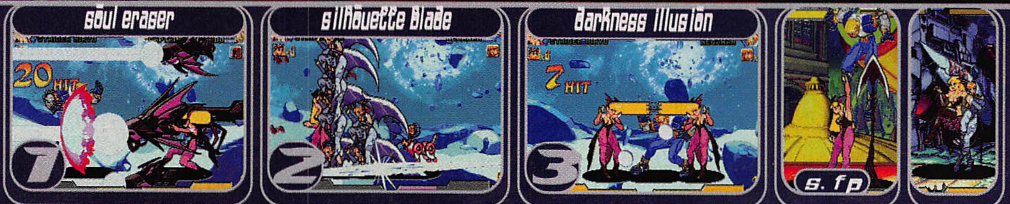
super moves



1. hyper rockman — +
2. rush drill — +
3. beat plane — + tap k

morrigan

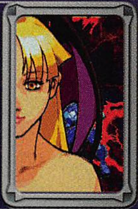




specials

- soul fist — +
- shadow blade — +
- vector drain — +
- shell pierce — + mk in air

super moves



1. soul eraser — +
2. silhouette blade — +
3. darkness illusion — +

jin



specials

- saotome typhoon — ch. +
- saotome dynamite — ch. +
- saotome crush — +

super moves



1. blodia punch — +
2. blodia vulcan — +
3. saotome cyclone — +



zangief





specials

- screw piledriver — +
- double lariat — x3 or x3
- flying power bomb — +
- banishing punch — +

super moves



1. final atomic buster — +
2. fatal claw — + wk

strider hiryu**

ragnarök



legiön



uröböros





c. fp





specials

amenömarakmö	+
guram	+ or
va jura	+
förmatiön a	+

super moves

1	ragnaröck	Z +
2	legiön	+
3	uröböros	+

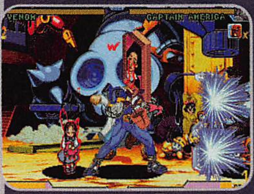


sub characters

If one is the loneliest, and two is company, then three must but be perfect according to Capcom. This is the idea behind the sub-character (I'd like to call them helper characters). After selecting both your characters, a second screen will appear presenting 20 characters from both the Capcom and Marvel world. While selecting the exact one you want will be difficult (the cursor scrolls through quite quickly) all helpers are pretty much equal. These helpers can be called upon by pressing Medium punch and Medium kick anytime during battle, though each helper has a limited number on how many times he/she can be used.

Key
1. character name
2. action
3. game of origin

anita



vampire hunter

arthur



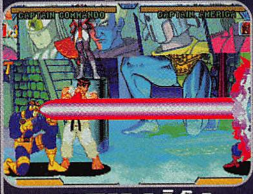
ghosts 'n goblins

colossus



x men c.o.t.a.

cyclops



x men c.o.t.a.

devilotte & dr. stein



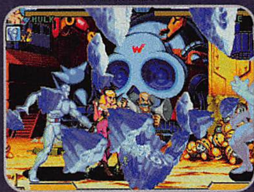
cyberbots

pure & doraboo fa



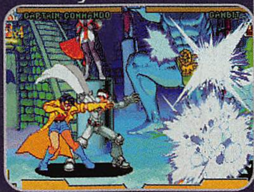
quiz capcom world 2

iceman



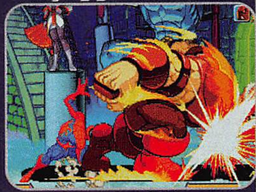
x men c.o.t.a.

jubilee



marvel vs. capcom

juggernaut



x men c.o.t.a.

lou & ackaby



lou stars - chariot

magneto



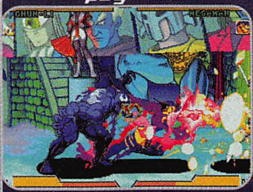
x men c.o.t.a.

michelle heart



alice's wing

psylocke



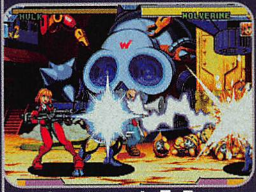
x men c.o.t.a.

rogue



x men vs. s.f.

saki



quiz nanairo dreams

storm



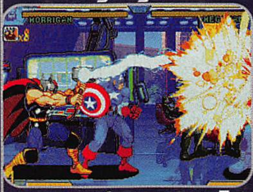
x men c.o.t.a.

tonpu



strider

mighty thor



marvel vs. capcom

unknown soldier



forgotten worlds

u.s. agent



x men vs. s.f.

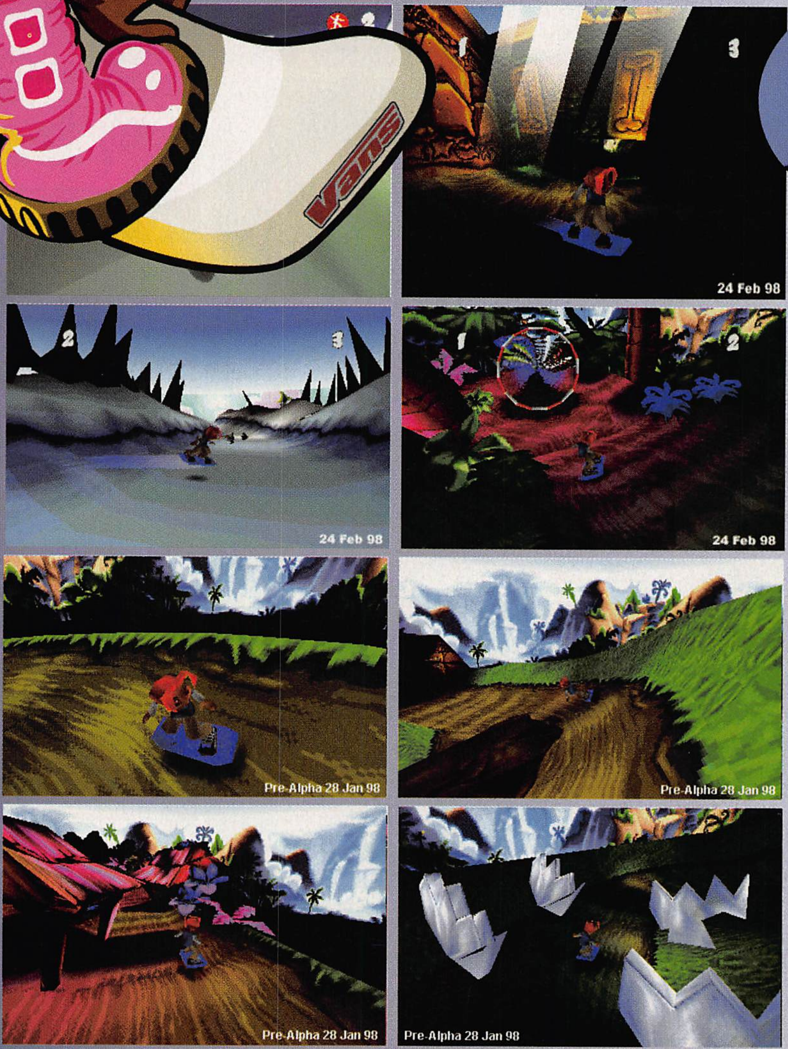
Psybadek



Psybadek:
This was the 'official' game of the Tahoe event and you may remember seeing this one in *GameFan* months and months ago. At that time it was nothing more than a conceptual idea, with a bare bones engine running (during E3, as a matter of fact). Now that they've had nearly a year with it, though, it's starting to really take shape and could prove to be one of Psygnosis' hotter properties come this holiday season. In *Psybadek* you take control of one of two characters and go on what would best be described as a snow-boarding game on hover-boards a la *Back to the Future 2*. Highly reminiscent of Atlus' *Snowboard Kids*, you're cast in the role of either Xako or Mia each ripping down the slopes of various environments, solving puzzles, and having a good time in a *Crash Bandicoot*-inspired platform/racing romp. Good stuff, and we'll have a lot more on this 4th quarter hopeful in the near future.







DNN
DIEHARD NEWS NETWORK

GameFan Goes to Lake Tahoe!
The kind folks at Psygnosis recently gave a bevy of *GF* employees a chance to do some skiing, snow boarding, and make mischief in the resort town of Lake Tahoe. So for three days El Nino, Reubus and ECM (that's me!) had a wild time in the mountains of Nevada and California all thanks to the kind people at the big 'P.' And seeing as how you probably don't much care about what we did, how 'bout why we did it? Well, Psygnosis flew us all out there to show off some of their 4th quarter line-up, and it's looking like a hot one. So without further ado, here's a closer look at what we were on a 'business trip' for:

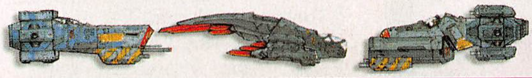
Special thanks to all the fine Psygnosis employees, Tana, Regina, Mark, Mike, Todd and all the others my party-addled brain can't recall for a really good time. As well, let this serve as notice for other companies as to how us journalists like to be treated. The weekend was a total class act and everybody involved had a great time (even those 'other mag' guys were pretty cool-not that their books are good or anything, heh). Thanks again guys, and how 'bout Europe next time? ;)

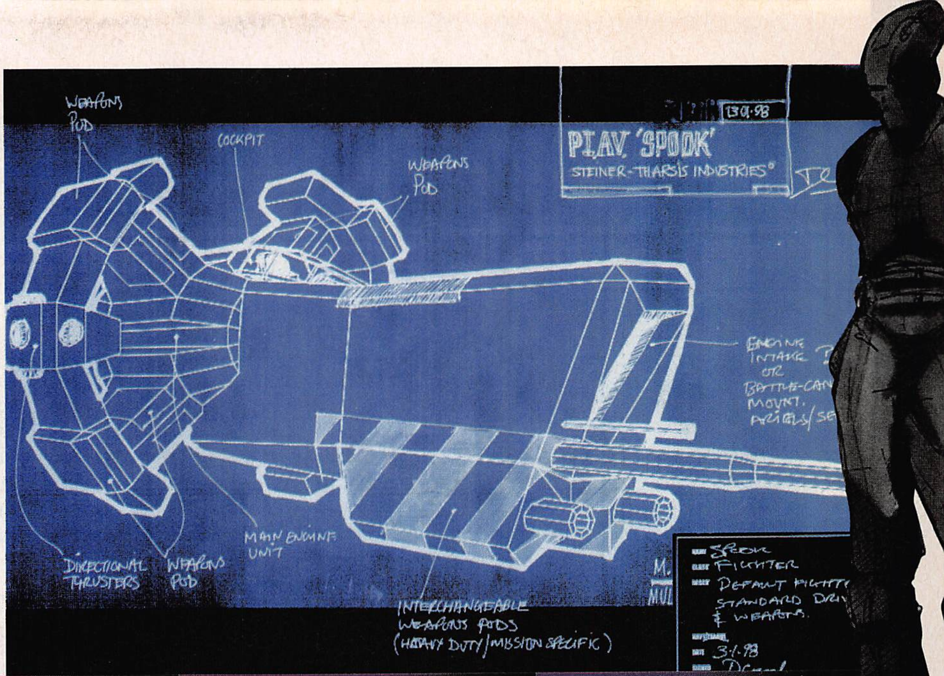
-ECM

Colony Wars

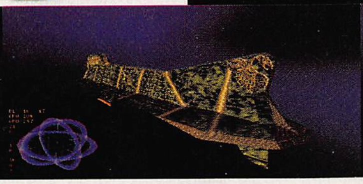
Colony Wars: Codename Vendetta

The sequel to the ragingly beautiful space-combat 'sim' is starting to appear on the radar screen as a very strong blip. Last year's edition had a few shortcomings which Psygnosis' Liverpool studio is rectifying while we speak. There will be more variety in the missions, a stronger storyline in which you'll become much more immersed and feel less like just any old soldier in the fleet. Unbelievably the graphics have been amped up more, with a faster (yikes!) engine with even better effects. This one is also set for a quarter 4 debut and may be one of the single hottest games this holiday season.











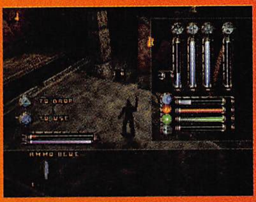




O.D.T.

Produced by Psygnosis' Paris studio, *O.D.T.* combines the spectacular lighting of the first *Loaded* with the 3rd person gameplay of *Tomb Raider*. Take the role of one of four amazingly motion-captured characters out to explore a tower in the Forbidden Zone. Highly interactive environments (means that you can blow lots of things up) with no loading between levels, this looks like another strong effort from the wizards at Psygnosis. As with the other in this high-powered trio, it's set for a 4th quarter release.





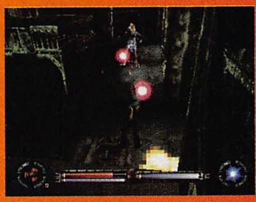




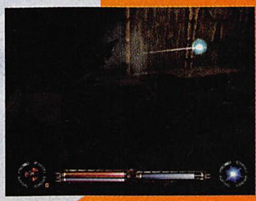


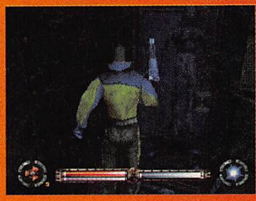
















Japanese Anime, Manga, Asian live-action, and all related products







Chroma Cels

Simitar Entertainment

So you say you like anime collectibles? Well, then, I've got something interesting for you: Chroma Cels. Ani-Magine Anime is a new division of Simitar Entertainment, and the first in their product line are four new Chroma Cels. What's a Chroma Cel, you ask? It's an answer to the cel collecting market. Collecting original cels has become a very popular hobby by many an otaku around the world (cels being the frames of drawings which are photographed to make animation). Once a feature has been filmed, there's not much of a need for the cels anymore. Fan interest has grown in collecting cels, as they are cool goodies that you can get from your favorite anime and proudly display for all to envy. However, cel collecting isn't easy: cels of popular characters or cool scenes from better anime can be very expensive, and it's hard enough in the first place to find "cool" cels (try finding a Belldandy or Ryoko cel out there). That's where Chroma Cels come in. By taking artwork and digitally transferring it to a transparent medium, you create a "fake" cel that is inexpensive, easy to obtain, and is guaranteed to be a cool shot from the series. If they look familiar, it may be because the team who handles the creation of them for Simitar was also responsible for a Battle Arena Toshinden Chroma Cel for Central Park Media some time ago.

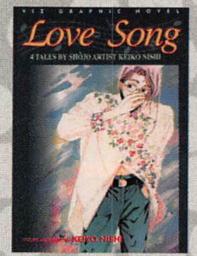


Here's the basics: Ani-Magine is kicking off their line with four Chroma Cels, two from BubbleGum Crisis, and two from Slayers. Each Chroma Cel is a limited edition run of 5,000, coming with an individually numbered Certificate of Authenticity. The certificate gives a run-down of the history of the specific cel, describing the image that is on the cel (for the example here, the four Knight Sabers), where it originally came from (cover art for the BubbleGum Crisis Vocal Collection Volume One CD), a brief synopsis of the anime series (girls in mecha suits kicking robot arse), and a few of the major credits from the series (Planning/Original Story writer, Character Designer, Mecha Designer). The certificate is included with the cel, which comes in a frame with a foil-embossed logo (quick note, the BGC logo is the original logo for the series, which has rarely been seen). And what's the cost of this little package? A meager $14.98.

I didn't give the original Toshinden Chroma Cel much of a look, but I have to say that I am impressed with these things. You can either look at them as an alternative to purchasing original cels due to the price and availability issues, or as cool, well produced artwork that just happens to resemble an anime cel. Either way, these are a steal for the quality that you're getting for the price. Simitar has made deals with Babbages, Electronics Boutique, and Software Etc., and stores in those chains that currently carry anime titles will also carry the Chroma Cels once they are released (and I'm sure that any decent anime/anime friendly comic shop will offer them as well). These first four cels are but the start from Ani-Magine, as they have a whole line of Chroma Cels based on popular, classic, and video game-based anime titles planned for the future. While I can't say exactly all the titles I've heard mentioned as future projects, I'll say that there will be some real must-haves coming from them. I can't wait to get my hands on the final versions of these four Chroma Cels, and I think there will be a big market ahead for them. They are a really cool, inexpensive anime item that any respectable otaku shouldn't hesitate to check out. - Shidoshi

Love Song

Viz Communications



Love Song - a collection of four shojo stories by well known manga artist Keiko Nishi. Four tales of love, relationships, hardship, deceit. Stories of an abusive woman, three mysterious sisters, an out of place boy, and a girl who dreams of running off to a faraway place. What can I say, I'm a guy who can admit that he also likes the romantic stuff, and Love Song is right up my alley - not only because it contains four sincere and interesting tales of love, but four twisted, dark, somewhat demented tales of love - my kind of relationships! <grin> If you're into shojo at all, I would really recommend you check out Love Song. Miss Nishi's stories and artwork are beautiful, her simple yet elegant art style bringing her tales of passion to life brilliantly. Hats off to Viz for working so hard to establish a shojo market here in the US, and I hope we see more from Keiko. - Shidoshi



Jewels of the Seaside ©1997 Keiko Nishi / Shogakukan, Inc.

MixxZine

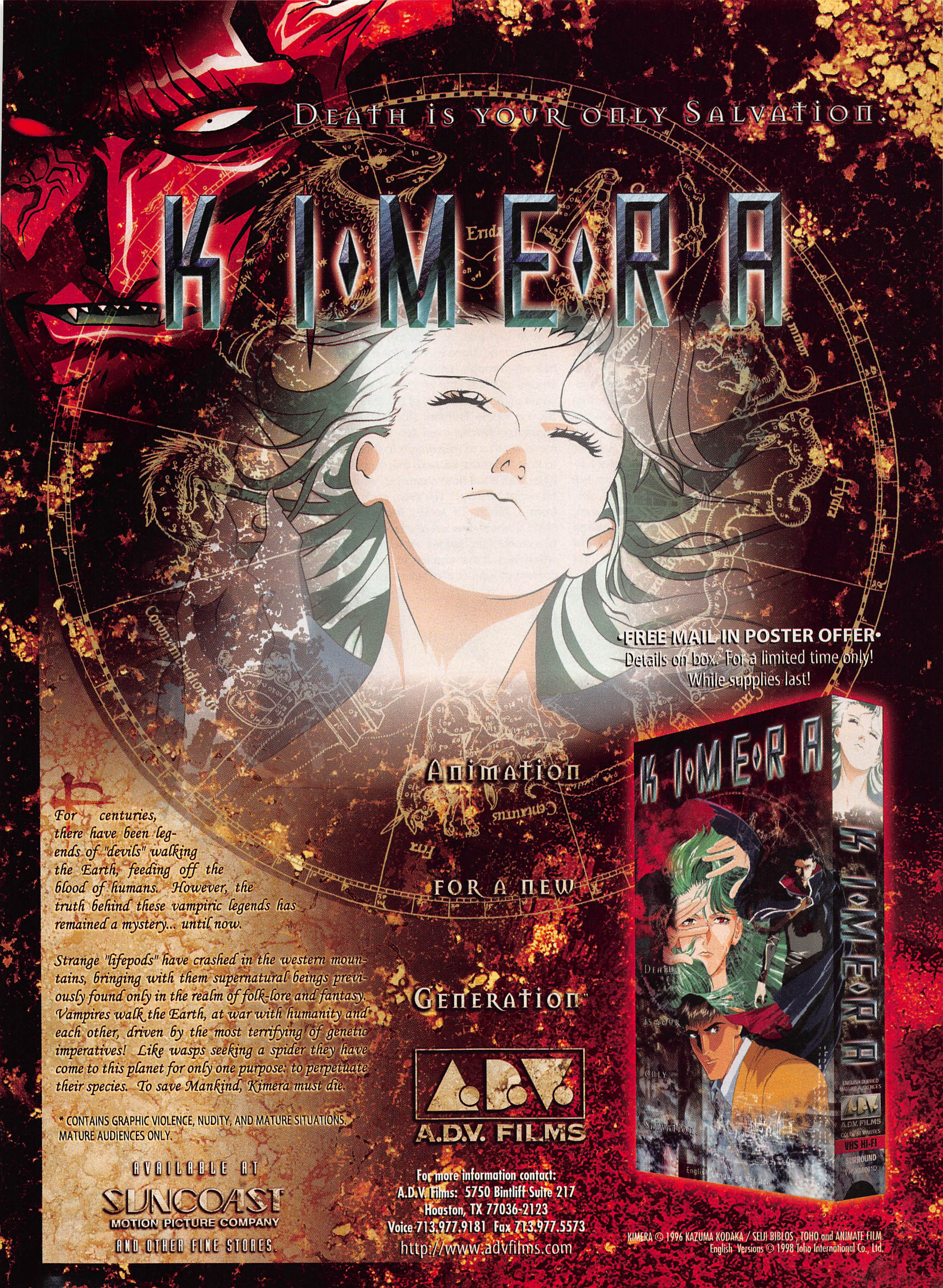
Mixx Entertainment



From seemingly out of nowhere, Mixx Entertainment appeared with their new manga anthology, MixxZine, and established themselves as a constant in the US manga market. Most of the glitches they had in their beginning days are now gone, letting them now look towards the future with new and different features and additions: the expanded color pages, letters to Mixx, and reader art sections are all nice touches. But when it all comes down to it, it's about the manga, right? MixxZine has probably the strongest line-up I've ever seen in Magic Knight Rayearth, Sailor Moon, Ice Blade, and Parasyte (the definite sleeper hit of the four). The US anime and manga scene is slowing starting to resemble the diverse Japanese market more and more, thanks to guys like this. - Shidoshi



Magic Knight Rayearth ©1994 Kodansha Ltd. and CLAMP



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Tenchi Universe : The Last Battle

VHS / Dub / Pioneer

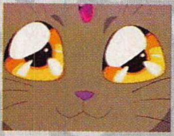
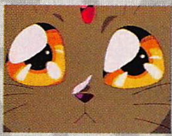
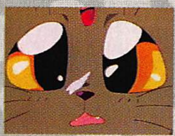






Well, boys and girls, here it is: the final volume of Tenchi Universe. It's been a long, hard trek through space, but Tenchi and company are finally nearing their goal: the home planet of Jurai, and the evil Kagato, who has falsely taken the throne and vows to destroy every last member of the royal family. Secrets that have long been hidden shall finally be revealed: Tenchi's grandfather has a past far greater than any could have imagined, and Kagato comes face to face with him to prove that he is indeed the better of the two. It looks like Kagato may have the upper hand, as Ayeka is kidnapped and Ryoko severely hurt, but just then Tenchi's true power finally starts to reveal itself. His grandfather hands him the sword "Tenchi," telling him that he too is part of the family of Jurai, and holds a power stronger than any before him. Only one person can stop Kagato, and that is Tenchi. So Tenchi sets off for the final battle, to confront Kagato and destroy his evil reign, but what price will be paid? What will happen to Ryoko, as she is last seen escaping in Ryo-oh-ki on her own, nearly dead? Will Tenchi ever see Ayeka and Sasami again, as he decides to head back home instead of staying on Jurai? And what of Washu, Mihoshi, and Kiyone?

So how does this first television series stack up? In the end, pretty good. It seems almost like the OAV series, switched around. In the OAVs, the first half of them were very focused and story driven (with a main bad guy, Kagato), while in the second half they took more of an aimless series of short stories approach. TU, however, start off as separate little tales, then in its second half, the story picks one main tangent and follows that until the end (with a main bad guy...er, Kagato). This makes the TV series a little awkward, as those looking for a concrete story won't find it until halfway through, while others enjoying the separate humorous stories will find little of that at the end. As well, while it lacks some of the finer points of the OAV (Ryoko being Washu's daughter, the whole Tsunami storyline), it excels in other areas. The character development for some of the cast is better, adding more depth and refinement to their personalities (you've just got to love the more wicked, mean-spirited Ayeka). As well, TU has Kiyone as a full-time character, who gives Mihoshi a much-needed outlet to shine. TU, then, ends up being what I would expect from a Tenchi TV series: the same lovable cast of characters given a whole new set of adventures to partake of, with not as big of a production budget. At times it's good, at times awkward, but either way it's a chance to spend more time with one of the coolest groups of characters around. - Shidoshi

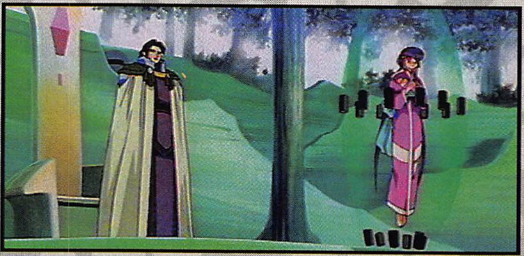







Animation : B+	Music : B+	Character : B+
Voice : A-	Story : B	Overall : B+




Kagato from Tenchi Universe - Cool, but can't hold a candle to the OAV Kagato (who was the MAN)



AnimeFan "Oldies but Goodies"

This month's picks for titles you should go back and watch again, or MUST see if you never have.



Project A-ko

VHS / Sub / US Manga Corps






If there's ever a list of "must see" anime, Project A-ko had better be somewhere on it. Project A-ko was created to be a parody of trademark anime inclusions: the girl in a sailor suit with outrageous abilities, the annoyingly cute friend, the villain with a seeming inexhaustible resource of evil plans, the big robots, the outer space shootouts. Not only does it accomplish this, and brilliantly well at that, but it also makes a complete turnaround and stands on its own as a fully realized and enjoyable feature. The uniform-clad girl in this tale is A-ko, who gets her powers from being the daughter of Superman. The hellish B-ko, a rich and snobby girl, can't stand the fact that the friend in this story, cute as a button C-ko, hangs around with A-ko and not her. So, as any sane and normal person would do, B-ko sets out throwing every giant transforming mech and power suit she can at our red-haired heroine, ending in a fierce battle that includes an Earth defense force, and a huge alien mothership! Project A-ko is one of those titles that I just assume everyone has seen, because I can't fathom being an otaku and not having experienced it. Just stay away from the LD version of Project A-ko (it's actually not as high quality as the VHS release), and stay FAR away from the rest of the A-ko series (which falters and ends up being the same type of standard fare that the original A-ko set out to poke fun at). - Shidoshi



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Available May 5, 1998
in English Dubbed Version only.

A.D.V. FILMS

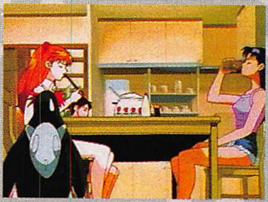
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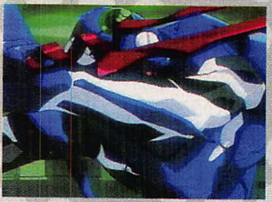
Evangelion Genesis 0:11

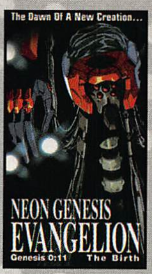
VHS / Dub / ADV Films















Well, here it is... the beginning of the end, the first of the "last volumes" (the episodes that were delayed in home release so that Gainax could change them to their liking). Genesis 0:11, "The Birth," consists of two key points : it delves deeper into the psychological structure that is in the story, the breaking down of some, the revealing of the origin for others. The second, and most interesting item in this volume, is an extensive look at the beginning of Nerv, the creation of the Evas, the incidents and people that started it all. We get to meet two women key to Nerv before their deaths : Yui Ikari, Shinji's mother, and Dr. Akagi, Ritsuko's mother. What exactly is going on between Gendo and Dr. Akagi? Why has he also become so interested in a new child, Rei? And what is the explanation behind Rei's looking eerily similar to Yui? Then, it's back to the future, as a new angel threatens the earth, but when Asuka carelessly rushes out to defeat it herself and prove her worth, she is shocked into an experience which tears at her very soul. Can Rei wield a mysterious lance which holds the power to defeat this angel?









What really needs to be said? It's Evangelion, it's an awesome series, and the story is locked on full-speed, heading straight for a climactic ending. If you're new to Evangelion, don't even think of watching these later episodes until you've gone through all of the previous ones. If you're a fan of the series, you're going to purchase this volume anyhow. As painful as it may be, we're almost to the end folks, and once that comes, all we can do is pray that the movies are released over here.





- Shidoshi

Animation : A	Music : A	Character : A+
Voice : B-	Story : A+	Overall : A



Dirty Pair Flash : Act 1

VHS / Dub / ADV Films



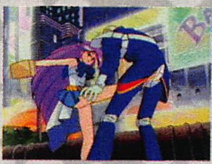






Man oh man... does this bring back some fond memories. I recall reading the first American-produced Dirty Pair comic series, a story about two girls, Kei and Yuri, and their chaos and destruction-filled adventures. Not long after, I received a copy of a movie called Project Eden, and thought it was only in Japanese (and me not able to speak a word of the language), I sat through it countless times and enjoyed every viewing of it. And now here I am, so many long years later, and the two beautiful trouble consultants come back into my life.

If you know the basics of the Dirty Pair, they're the same here. Kei and Yuri are the "Lovely Angels," a group of 3WA trouble consultants (the people who go out and solve any "intergalactic problems" that may arise). They are two of the best in the business, except for one little problem: they have earned the nickname "the Dirty Pair," because they have a habit of being reckless and causing countless amounts of damage everywhere they go. However, DP Flash puts a new spin on the old series. This time around, Kei and Yuri are two 17 year old teens, freshly brought into the 3WA and adamantly un-interested in the idea of working together. As we join the angels in the first volume of the series, Yuri is ditching work for a date when a dying man gives her a strange keycard. The keycard ends up being more trouble than it's worth, as Yuri runs into Kei trying to escape a group of killers, and the two head for the 3Wa headquarters chased by a firefight of epic proportions. Then, while on an assignment to protect a V.I.P., they run into a bit of trouble when he's shot dead. Can the girls catch his killers, and why does Kei become so obsessed with doing so?







Dirty Pair Flash is like a lot of remakes; try as it might, it just can't capture the attitude and feel of the original. That's not to take anything away from DPF, as it is actually quite good, and has more of that classic DP feel than I originally expected it would. While I really don't care much for the transformation Yuri has made (she went from a good contrast of Kei to being flighty and boy-crazed), I'm willing to give the characters a chance to develop more. They aren't the Kei and Yuri I fell in love with, but that's okay, as they're interesting alternatives. DPF is definitely quality stuff, even if only to tide you over until ADV releases the original DP series later this year. - Shidoshi







Animation : B+	Music : B	Character : A-
Voice : B+	Story : B	Overall : B+

Final Fantasy : Volume 2

VHS / Dub / Urban Vision

So there's this guy and this girl trying to save the planet. See, this bad guy has stolen three of the four crystals, and if he gets the fourth, he will bring about the end of the world. While trying to protect the final crystal, the guy and the girl run into this other girl, who causes trouble. Then this other guy comes along and gets mixed up in the calamity, and the four of them are forced to work together to defeat the evil guy. There. That's it.. That's all of the story I'm going to tell you, because instead of listening to me explain what happens in Final Fantasy: Legend of the Crystals, you should be watching it for yourself. No, not should... MUST.

I know what you're probably telling yourself: Out of ALL of the Final Fantasy storylines that could have been used for an OVA, why one "based on" Final Fantasy V? Trust me, I was originally thinking the same thing. It doesn't matter. When the story begins to unfold; as you meet characters like Prettz and Linaly; when you see the flowing and exquisite artwork; when the atmospheric music kicks in, everything melts away, and you are drawn into the majesty of it all.

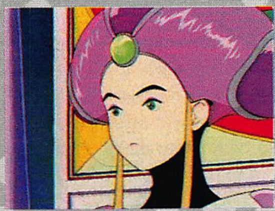






But,. there are two overbearing problems with Final Fantasy. The first is the god-awful birds that this series tries to pass off as Chocobos. Chocobos are cute and cuddly yellow birds, not big, Chihuahua looking flamingos. The second is that it's only FOUR EPISODES! Why is it that there are eight billion volumes of Ranma 1/2 in existence (no offense, Ranma fans), but only four small episodes of Final Fantasy? This series deserves to be a six volume, twelve episode epic story. It starts off with intriguing characters roaming around a beautifully drawn world, and next thing we know we're on the Black Mood for the climax of the story. Why create such a masterpiece of anime only to have it end so quickly?





As short as it is, it's an experience you cannot miss. Final Fantasy: Legend of the Crystals is some of the finest anime I've seen in quite a while, and is as big of a boost for newcomer Urban Vision as they could ask for. Whatever you do, do not miss this series. One quick end note - if you watch the dubbed version (which is very good, but my otaku nature tells me that FF is one anime that NEEDS to be seen subbed), yes, that IS Tenchi, Sasami, and Washu that you are hearing (or, at least, their voice actors. At first, I thought I was going crazy... asking myself what Sasami and Tenchi were doing in Final Fantasy). - Shidoshi

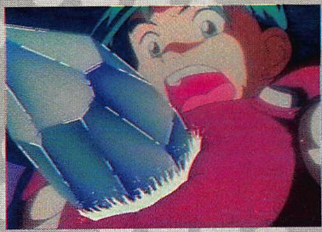


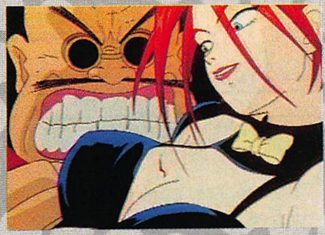
Animation : A	Music : A+	Character : A
Voice : A-	Story : A	Overall : A

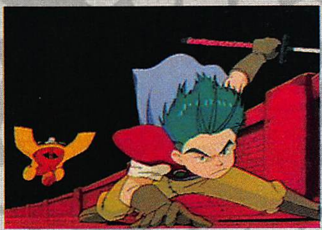




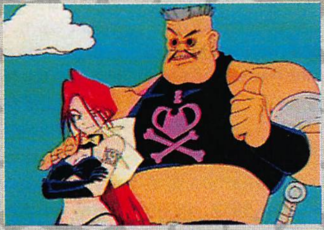














Ratings System Guide

Animation : This constitutes both the quality of the image itself (color, clarity, detail, etc.), but also how well it is animated.

Voice : Voice acting for the anime: do the voices fit the characters, is voice acting really good, poor, etc. For English dubbed anime, this score is in relation to the English dubbed market, NOT the Japanese version. Since the sub/dub argument could mean that NO dub is a good dub to some people, we instead rate it on how good, or poor, it is in comparison to other dubs.

Music : Pretty self explanatory.

Story : How is the story? Is it generic anime fair, or is it different enough to be interesting and enjoyable?

Character : Character design. Covers both the design and personality for the characters, as well as how they are drawn and brought to life. Once again, are the characters generic anime characters, or are they creative and attractive?

Overall : Overall, final score for the anime.

AnimeFan rates on a standard grading scale : A through F, with the option of having a plus or minus rating. This breaks down as A (Great), B (Good), C (Average), D (Below average), F (Poor). A C rating should NOT be considered a "bad" score - an anime which is given a C is still worth mention, it just doesn't stand out like other titles. Also, distinction between grades is very important. For example, a B+ and an A- are two totally different things: a B+ is a good title which does what it does well, while an A- is a great title that has some flaws (but is still clearly the better of the two). And, of course, an A+ is not a perfect score, because there is no such thing as perfection.

Contact Information

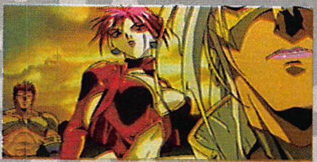
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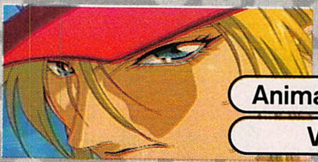
ICQ : Shidoshi (2082815)

Fatal Fury : The Motion Picture

VHS / Sub / Viz Video

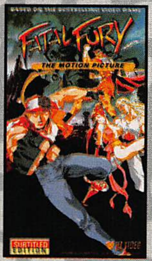









There will never be a good anime based on a fighting game - words I used to live by. Many attempts have been made, from average (Street Fighter) to poor (Samurai Shodown). Now, I don't totally blame the creators, it's just that such video games are so hard to create a comprehensible storyline around. Thus, I had little reason to expect much from Fatal Fury: The Motion Picture. There was no chance of it coming in below my expectations, because I had no expectations. So what does it do? It proceeds to call me stupid and prove me wrong. Now, okay, the storyline may be a bit out there. Long ago, there existed a suit of armor called the "Armor of Mars." Whomever wore the armor gained unbelievable strength and abilities, endowing them with enough power to rule the world. Laocorn, a young descendant of the family who once owned the armor, has decided that he will obtain the pieces for himself, and use its powers to get revenge on those who have wronged him and his family. His twin sister Sulia fears her brother's plans, and searches for the man said to be one of the toughest fighters in the world - Terry Bogard. Before long, Terry, his brother Andy, and best friends Joe and Mai are caught up in the race to reclaim the armor, which could decide the fate of the entire world. Bizarre storyline or not, Fatal Fury: The Motion Picture breaks the mold, by translating a fighting game into an anime and doing it RIGHT. The story is really, really good, the characters are done with amazing style and personality, and the movie actually feels like an epic movie and not just another half-hearted attempt at a feature. Whereas most other attempts are painfully trapped in an "anime based on a video game" feel, FF:TMP could easily just be an anime movie based on original characters. I can't tell you enough how impressed I am with this title, and how much I would recommend it to anyone out there, Fatal Fury fan or not. - Shidoshi






Mai definately is... uhm, "faithful" to her arcade counterpart...

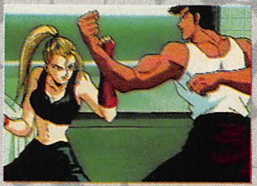


Animation : A	Music : B+	Character : B+
Voice : A	Story : B+	Overall : B+

Street Fighter II V : Fight to the Finish

VHS / Dub / Manga Ent.



Manga Ent. continues to bring Street Fighter fans everywhere more of the original Japanese television series, with "Fight to the Finish: Round One," collecting episodes 25-27. Ken faces the horrible realization that both Ryu and Chun Li are now under the control of Bison, and is forced to fight his best friend in the evil Shadow Law lord's fortress. Guile and Nash separate as they infiltrate the very same place, soon running into the giant Russian monster Zangief, while Nash gets himself into a situation that will soon seal his fate. And at the very same moment in time, Fei Long fights a desperate battle to protect his hospitalized mentor against the ruthless Cammy. One man must fight his friend, one man must experience the death of his friend, and one man must protect his friend.

Now, I'm not a big fan of Street Fighter II V. Part of that is the simple fact that I really don't care for the SF cast, so I couldn't care much about their various adventures. But, on the basic level of whether or not this is a good anime, it actually isn't a bad little series. It's got more fighting and bodies being tossed about than anyone could ask for, all intertwined in an interesting, continuing storyline. I've watched the first couple volumes, and I can say that the story has gotten much better as the series progresses. The big complaint I have with this show is the absolutely horrible character designs. Cammy doesn't look like any Cammy that I know of, and Nash is just ridiculous. In contrast to the Fatal Fury movie (also reviewed this month) SF II V doesn't do much to win over non-SF fans. If you like SF, you'll probably like this, and it's far better than the atrocious anime movie. If you're not a SF fan, there might not be much for you here. - Shidoshi



Animation : C+	Music : C+	Character : D
Voice : C+	Story : B	Overall : C+

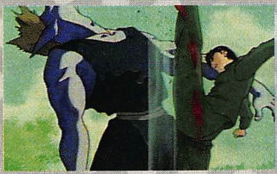
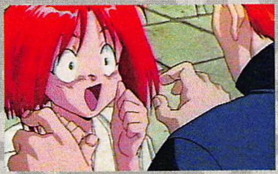






Poltergeist Report

VHS / Dub / US Manga Corps



Four worlds once existed - the Human world, the Spirit world, the Demon world, and the Nether world. The Nether world got a bit power hungry, and attempted to take over our world (the Human world). Lucky for us, the Spirit world was there to back us up, and the Nether world was destroyed, its king banished. Fast forward a couple thousand years, and the Nether world, led by Lord Yakumao, are ready to attempt conquest once again, vowing to take over our world and make it their new home. As their first act, they succeed in almost completely destroying the Spirit world. Next stop - Earth.

Resident Yuyu Hakusho fan Waka was relaxing on the GFO "Comfy Couch" as I watched Poltergeist Report. He told me that there was another movie shortly before this one, and without having seen that, some of the things in this movie don't make sense (or don't seem as important). It's a shame US Manga Corps didn't bring that one out here as well.

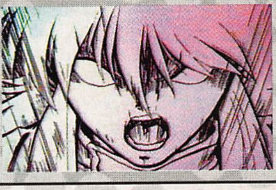


Even without an extensive knowledge of the story, PR is a good anime movie, even if it may first look like just another "demon anime" title. Now, it's nothing revolutionary: the story isn't exactly creative (demons trying to conquer the Earth... never seen that one before), and the characters, while cool, aren't the most interesting bunch I've ever seen. Still, when watching PR, everything just comes together in a way that's enjoyable and entertaining. The story and pace could be a little more evenly balanced, and it would help tremendously if we had a past with these characters (as it stands, the feeling of catching the story at a mid-way point does exist). Those points aren't enough to lessen the quality of the title, however, so don't be afraid to give this one a shot.

- Shidoshi








Animation : B+	Music : B+	Character : C
Voice : B+	Story : C	Overall : B-







Ayane's High Kick

VHS / Dub / US Manga Corps



Lucky me... a sports anime. As if having no interest in real sports wasn't enough, now that evil side of humanity has to invade one of my pastimes. Oh well, it's my job to give all anime a fair shot, and sit through things I may not want to. And ya' know what? I'm kinda glad I did.

There's this high school student named Ayane, and she has a dream... she wants to become a professional female wrestler. However, when she enters a local tryout, her name doesn't come up on the list. Feeling rejected, defeated, and disappointed, she makes her way home, only to be approached by a strange man... Kunimitsu Tangay, a veteran trainer who tells Ayane that she has great potential. What he doesn't tell her, though, is that he means as a kickboxer! Ayane joins his "gym" and begins a rigorous workout routine, thinking that she's on the way to finally fulfilling her dream. But what will happen when the truth comes out, and who will be on the receiving end of the worse beating - Ayane's opponent, or her coach?

Ayane's High Kick won't go down in history among names like Nausicaa, Evangelion and BubbleGum Crisis, but that's okay. I expected it to be what I call "generic" anime - typical storyline, standard issue anime characters, both coming together in a forgettable package. To my surprise, AHK doesn't come close to fitting into such a category. Ayane and company have enough personality and charm to have some depth to them; the story is good enough to keep you interested and wanting more; and it's all wrapped up with a healthy amount of humor and charm. If you're not into sports, don't let that dissuade you from checking Ayane out, because it's more than just an "anime based around a sport."

- Shidoshi







Animation : B+	Music : B	Character : B
Voice : B	Story : B	Overall : B

Anime News Service . . .



Upcoming Releases

April -
ADV : Fire Emblem (video game based), Dirty Pair Flash Act 1, Evangelion 0:11
Software Sculptors : Slayers box set (volumes 1-4).

May -
ADV : Samurai Shodown re-release ($19.95), Gamera, Evangelion LD 2, Dirty Pair Flash Act 2, Kimagure Orange Road movie, Godzilla : Destroy All Monsters (which is being released to go with the Godzilla craze that's coming with
US Manga - Peacock King (last episode and movie)
Manga Ent. - Giant Robo 6 (the final GR episode which finally hit this year)

June -
US Manga : Yotoden movie (comp. of the three volumes plus new footage), Slayers vol 6

July -
US Manga : Silent Service (on which the old NES game was based), Patlabor TV series (with five episodes per volume)

Now that Tenchi Universe is over, what will US Tenchi fans do? Well, Pioneer is considering bringing out Tenchi Second (the second Tenchi TV series), but they haven't yet decided if they're going to be bringing it out here or not.

Urban Vision Keeps Going Strong -

New kid on the block Urban Vision has two interesting new releases up their sleeves. The first is Space Adventure Cobra, directed by Osamu Dezaki and based on the manga by Buichi Terazawa. You may be familiar with Cobra from such non-anime things as the rare US release of the SegaCD game, which was based on the comic, and the Matthew Sweet (who, by the way, comes from the neighboring city of my home town) music video "Girlfriend." Uhm, anyhow, Cobra is a rugged bounty hunter who has a love for the opposite sex, and blowing things up. Urban Vision will be releasing two versions of the title - a standard version, and a limited edition "Special Collector's Edition" which comes with ten limited edition Cobra comics. Second up is Golgo 13: Queen Bee, based on the man's man himself, Duke Togo. Even more interesting, however, is that Urban Vision will be releasing this new feature before it's released in Japan. Space Adventure Cobra will be hitting in June, while Goglo 13 : Queen Bee in August. It's good to see such a new company doing such cool things, and I think they have a lot in store for them in the future.

DVD Update -

Some good news, and some bad news. First, the bad: Oh My Goddess! and BubbleGum Crisis are not currently being worked on for release, at least from the company that was rumored to be doing them. However, the notion that BGC is being done by SOMEBODY refuses to die. Now, the good news. While nothing official has yet been said, save away some money to purchase both Iria and Record of Lodoss War on DVD at some point in the future. If these two titles don't come out, I'll never watch Tenchi Muyo in Love! again (which is saying a lot for me). Also, a big announcement from Viz and Pioneer. The two companies have come to an agreement, and Pioneer (who is known for high-quality DVD anime) will be handling the transfers for any upcoming Viz DVD titles. This not only gives them a good company to count on for excellent transfers, but allying with a company who already has the means to produce DVDs has to help reduce the cost factor. Two for sure titles - Darkstalkers OAV Collections 1 and 2 (which I mentioned last issue - each collection will contain two VHS volumes - gotta love that high-storage format!) and Fatal Fury : The Motion Picture, which was announced officially very recently (and after reviewing said movie this issue, I'm really looking forward to this one). Look for the start of Viz DVD in late summer. ADV Films is currently "looking into" anime on DVD ... hopefully, Evangelion, Plastic Little, and Battle Angel Alita by the end of the year.

Play that Tune -

Don't miss out on all of the cool new Pioneer music CDs that should be out as you read this. Tenchi Universe, Wanderers, Tenchi OAV Collection 2, and Tenchi Movie 2 (Tenchi Muyo : Midsummer's Eve/Daughter of Darkness) are all just waiting for you to pick them up. As well, a very well-known company has some music CD plans that are surprising, to say the least. Wish I could say more, but as of now it's still very hush-hush.

From DVD to MovieCD -

MovieCD - ever heard of it? Well, to be honest, I hadn't either until today. But after talking to the folks over at Sirius Publishing, the company who created and produces MovieCD titles, I'm interested in checking them out. MovieCD is a PC CD-Rom format (sorry, it's not available for us Mac users) that can play on a wide variety of PC setups, even older, "non-multimedia" models, without the use of a special video or MPEG card. Using this format, you can watch full-screen movies and features on your computer. Now, this isn't related to those CD-Roms that were (and maybe still are) released that contain a series of QuickTime movies that play in a small window in the center of your screen. So how does this relate to anime, you ask? Well, Sirius has already published a number of titles on the format (including Macross Plus, Dominion, and Urotsukidoji), and they are working with manga to release Ghost in the Shell, Ninja Scroll, and New Dominion Tank Police. The best part is the price - most titles I checked out on their website range in price between $9.98 and $14.98. I'll be receiving reviewable copies of some of Sirius's anime titles in the next few weeks, so look for a feature story on this interesting product line next issue.

In Closing -

Pioneer Anime has teamed up with Pioneer England to produce a special Hakkenden music video. They have taken various bits of footage from the Hakkenden series, and mixed it together with a variety of techno and similar-styled music. Sound strange? Sure, but Chad over at P-Anime assures me that it's a really cool little feature that turned out far better than they expected. He also said that it was quite bloody, picking some of the more violent scenes from the series, so the video may come with a warning label on it. Look for this video to be released on March 31 (which I officially dub "Anime Domination Day," due to all of the cool stuff that is set for release that day) for the low, low price of $9.98. While still on Pioneer, I was unaware that their Tenchi OAV re-release would also be on VHS. Seven volumes (with volume 4 contains the specials - episode 7 and the Mihoshi special), all new box cover art, $19.98 dub, $24.98 sub for each volume. ... Manga Entertainment will be bringing the anime movie "Perfect Blue" to theaters around the US. The movie is said to be "kind of like Macross Plus," and is based on three idol singers living in Japan, one of which is being stalked by an ex-lover... BubbleGum Crisis TV series? Hmm....

Special thanks this issue to all of the wonderful people out there at the various companies who help me make all this possible: Rod Peters (ADV), Jeff Zitomer (CPM), Danielle Opyt (Manga), Ron Scovil Jr. (Mixx), Chad Kime (Pioneer), Jeff Linton, Kari Ann Schroeder (Simitar), Mike Weiss (Sirius), and Oliver Chin, Jason Thompson (Viz).



Tetsuo II : Body Hammer

VHS / Sub / Manga Ent.

Eight pages for AnimeFan, and I STILL didn't have the room to fit everything in that I was supposed to. I wanted to do a report on Tetsuo II : Body Hammer, released by Manga Entertainment as part of their growing line of Asian live-action titles, but I seem to have run out of room! I'll tell you this: Tetsuo II is a cyberpunk-esque tale about a businessman who gets involved in a strange experiment against his will. When his young son is killed by the same people, he goes on a made rampage to get revenge. Tetsuo II is a very dark, bizzare, violent movie - in other words, loads of fun for the entire family! Okay, maybe not, but it's certainly worth checking out. I'll bring you a respectable look at this title next month, along with some other live-action goodies. - Shidoshi





AnimeFan

Monthly Top 5

A.D.V. FILMS

Reader's Top 5

Grand Prize	Top Five
Chris Yargorough Spring Hope, NC	1: Devil Hunter Yohko 2: Ninja Scroll 3: Patlabor 2 4: Grappler Baki 5: Dragon Ball Z

First Place	Top Five
Patrick McDavid Colorado Springs, CO	1: Evangelion 2: Armitage III 3: Final Fantasy : LOTC 4: Ranma 1/2 5: Ghost in the Shell

Second Place	Top Five
Jennifer G. Lapuz San Diego, CA	1: Sailor Moon 2: Robotech 3: Macross 7 4: Crying Freeman 5: Dragon Half

That's right anime fans, it's time to speak up and let us know what you're watching! List your top 5 favorite anime and send it in, attention Anime Fan! As always, we wouldn't dream of asking you to go to all the trouble of writing, mailing and stamp-licking for nothing: We'll enter you in our bi-monthly drawing (one entry per person, per month) for the 20-inch Eva model pictured below and Evangelion 1 thru 6!! Two additional prizes will be given away each month. 1st prize - a full set of Burn Up W and a Burn Up W T-shirt and 2nd prize - a full set of Devil Hunter Yohko courtesy of AD Vision!



Shidoshi's Top Five of the Month

1: Final Fantasy : Legend of the Crystals
2: Fatal Fury : The Motion Picture
3: Evangelion Genesis 0:11
4: Tenchi Universe
5: Graveyard of the Fireflies

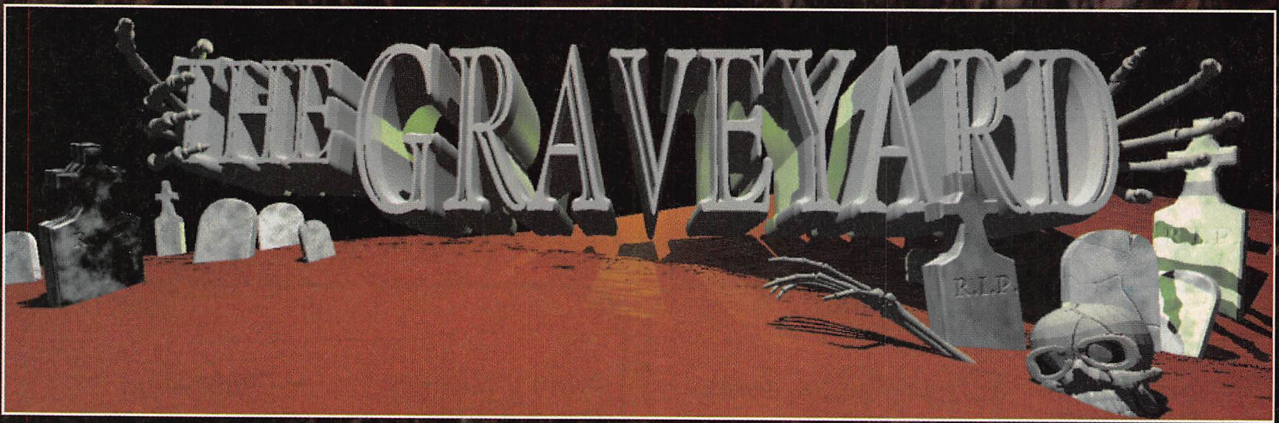


WIN!

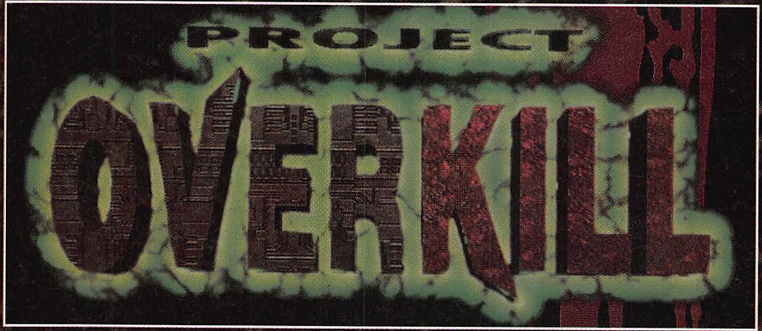
Win Your Very Own, Personal EVA

To register simply send your top 5 anime picks along with your name, age, and address to: Anime Fan Top Five, 5137 Clareton Drive Ste. 210, Agoura Hills, CA 91301. Grand Prize: EVA Model (EVA Unit 01) and episode 1-6 of Evangelion. 1st Place prize: complete set of Burn Up W anime and a T-shirt. 2nd place prize: set of Devil Hunter Yohko anime. For a free AD Vision catalog write to: AD Vision 5750 Blintiff #217 Houston, TX 77036. No purchase necessary, void where prohibited, yada, yada, yada.





Cue the lightning and maniacal laughter: The Graveyard is back!!! You've begged, pleaded, and bribed (thanks for all those dollars and waffle chips) and we've finally heard you; clearing that wax out of our ears didn't hurt either. So now that we've let ya know that it's gonna be here each and every month (I swear on Reubus' less-than-mint condition Ford Galaxy) let the games begin...



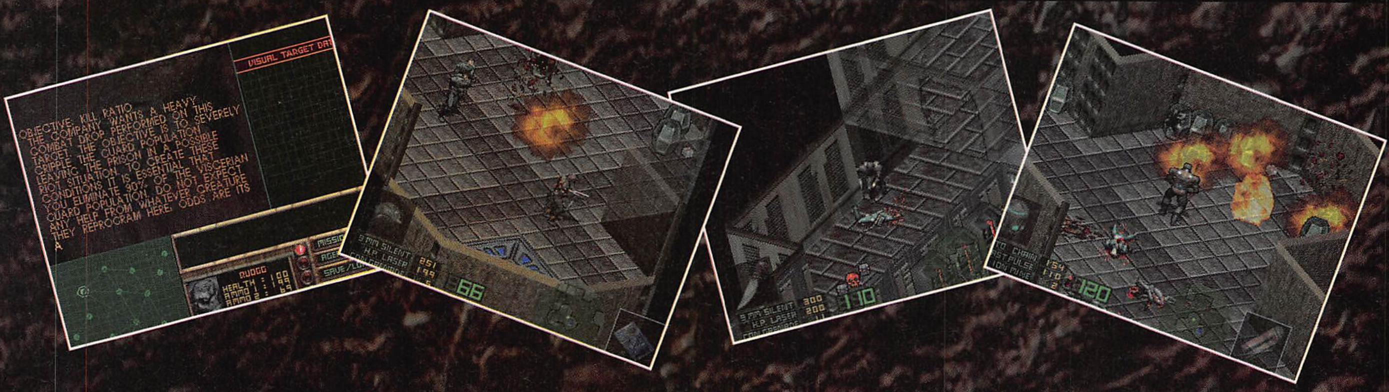


While Konami continues to crank out hit after hit for US and Import game fans, their US development arm released a hot little action shooter by the name of *Project Overkill* a couple of years back. Once again lauded by the elite gamer and pretty much instantly written off by the casual gamer thirsting for lens flares and polygons, *PO* was a hard core blood bath-think *Contra* meets *Mortal Kombat*.

PO featured intense 16-bit style gameplay with a 32-bit face lift; sort of like a 32-bit *Skeleton Krew*. Featuring hot rendered characters blasting one another to chunky, sloppy pieces with high velocity projectiles chewing through their wet, fleshy hides in bone-sheering agony, this game was certainly a visceral experience. And let's not forget squishing random enemies underneath a variety of elevators and lifts—yummy!

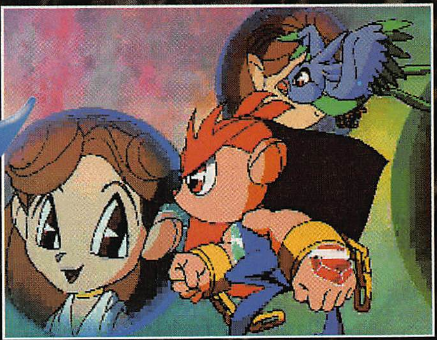
So what happened on this one? The usual: Too little hype; not enough critics willing to look beyond its 16-bitness; and maybe, just maybe, too many gamers looking for more of a 32-bit thrill. It's a shame really, as it was one of the better games to show up on the PlayStation early on. It even seemed to have all the ingredients (gallons of blood seems to do the trick most of the time) but it just didn't make any sort of impact.

If youíre looking for a hot little shoot 'em up, then you've found your ticket. This one's been spotted at any number of retailers for under $10 new. So, if you have a hankerin' for spillin' some gratuitous alien blood, the way is clear: Snag this both-barrels-blazing-blaster for a song, and laugh all the way to the mutant alien slaughter house. Oh, if you're gonna wear white bring a few hundred gallons of bleach—it's gonna get messy. -ECM



ASTAL



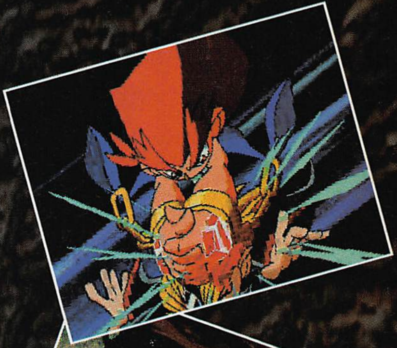




May 11, 1995, a day that will live in gaming infamy. The surprise US debut of Sega's latest console wonder arrives in the feverish hands of hard-core early adopters without a traditional platform game; this is not a good thing.

As I ripped through *Panzer Dragoon* (ah, the glorious music), and shredded all the tracks in *Daytona USA* (clipping schmipping) I still felt that there was this little bit of unfinished business; where was that achingly fantastic platformer that would re-define the genre? *Bug*?! Somebody hand me the Raid.

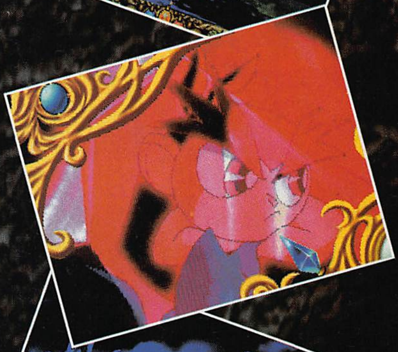






Yep, to this day (and what a dark day it is) I think Sega could've been a contender had they taken a handful of all that made them world-beaters on 16-bit and ported it to 32. Then again, who needed a new *Sonic* game anyway? Or *Phantasy Star*? Heck, I would have settled for a 32-bit version of *The Ooze* (OK, maybe not *that*). The point is, Sega ignored their phenomenally successful run of 16-bit software and decided to take a new tack—one that totally ignored everything that made them a power in the US market.





So, with very little fanfare (outside of GameFan) *Astal* made a very quiet US debut (dead men make more noise) and quickly slid into the dark pit of obscurity with other sleepers like *Gunstar Heroes* (on Genesis) and *Project Overkill* (see previous page). Seeing as how The Graveyard is where we resurrect these things (back for good, which I feel the need to stress) I thought this might be a good start.

A totally playable platform adventure with absolutely stunning visuals, blazing transparencies, unequaled PCM and nary a polygon in sight this could have been the start of something great. And sure, it was short, too easy, and the control was a little loose, but it certainly hit the spot. Alas, it wasn't meant to be as it garnered no support from Sega (like many a great game) and died a quick death.

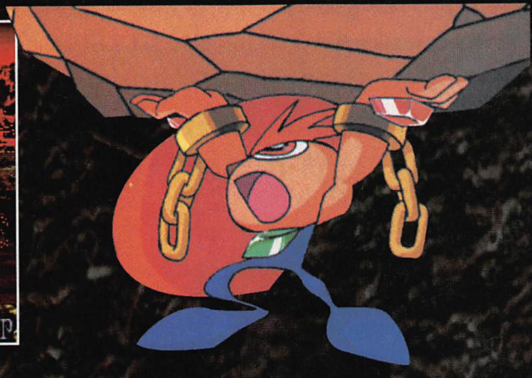
However, if you can still find a copy, run, don't walk, to the register-it'll probably cost you all of $5 if you can find one. Have a taste of what could have been and hope that Sega snaps out of its autism for the next run at the title.

-ECM











the Vault

PlayStation Codes



After some long hard thought on the issue of codes and how we should handle them within the hallowed pages of GameFan, we decided to throw in more codes than you could ever need, **each** and **every** month.

Seeing as how many of you out there are **really** into codes we added this section as a bonus: See, we didn't take **any** pages out of this issue to make room for the ***Vault***. Instead we increased the mag by a meaty 16 pages, and threw in everything but the kitchen sink.

We're also thinking about making ***Hocus Pocus*** a strategy-based section, with the latest guides on the hottest games (sort of a supplement for the awesome line of ***GF Books*** out there already).

In the meantime, keep sending in those codes and such, as we'll be placing them back here in the future to add to the every-growing library.

Anyway, let us know what you think—good, bad or indifferent—especially on the future of ***Hocus Pocus***...

—ECM

ALIEN TRILOGY
Cheat Mode
At the PASSWORD screen, enter 1GOTPINK8C1DBOOTSON. Now you have access to the Cheat Menu.

ASSAULT RIGS
Access All Weapons:
Without pausing, press ⇦, ⇨, ⇦, ⇦, ⇨, ⇦, ⇨, ⇨, ⇧, ⇩, ⇧, ⇧, ⇩, ⇧, ⇩, ⇩ 0
Invincibility
⇦, X, ⇦, X, ⇦, ⇦, X, ⇨, X, ⇨, X, X without pausing

BLOOD OMEN; LEGACY OF KAIN

Replenish Life Meter: Any time, during gameplay, press ⇧, ⇨, □, O, ⇧, ⇩, ⇨, ⇦

BUST-A-MOVE 2: ARCADE EDITION

Another World
Enter R1, ⇧, L2 , ⇩ while "PRESS START" is flashing. In PUZZLE MODE, you will see the Another World option.

CART WORLD SERIES

Enter these codes at the CREATE DRIVER screen:

Big Tires: FAT TIRES
No Collision Detection: BANZAI
Cyber-Track: SPACERID

To Access Custom Cars: Enter a new season and enter ROOSTER at the CREATE DRIVER option. Choose any racer and access their custom car and name.

CODENAME: TENKA

All Weapons:
When the game is paused, hold down L1 while pressing Δ , R1, Δ, □, R1, O, □, □. When you release L1, All Weapons will be available.

Stage Select:

When the game is paused, hold down L2 while pressing O, O, □, Δ, R1, □, Δ, O. When you release L2, you will have the option to skip levels.

COMMAND & CONQUER

Weapon Cheats:
Don't want to build an Advanced Comm or Nod Temple? Enter thes codes, while game is paused, to access strikes:
Ion Cannon: ⇨, ⇩, ⇦, ⇦, ⇩, ⇨, ⇨, ⇩, ⇦, X, □, Δ
Air Strike: ⇨, ⇩, ⇦, ⇦, ⇩, ⇨, ⇨, ⇩, ⇦, X, □, O

5000 Credits: ⇨,⇩, ⇦, ⇦, ⇩, ⇨, ⇨, ⇩, ⇦,

Open Map: O, O, O, ⇧, ⇩, O, □, R1, O, O, O

Covert Operations:
Enter COVERTOPS at the PASSWORD screen. Now you have access to the Covert Operations.

CONTRA: LEGACY OF WAR

Enter these codes at the TITLE screen:

Access All Weapons: L2, R2, L1, R1,⇧, ⇩,⇩, ⇧. Change weapons, during gameplay, by lying down before selecting weapon.

Infinite Continues:
L1, R2, L1, R1, ⇦, ⇨, ⇨, ⇦

Stage Select: L2, R1, L1, R2, ⇦, ⇨, O, □, R2, L2

Hidden Game 1:
L2, L1, ⇦, ⇨, R1, R2

Hidden Game 2:
R2 R1, ⇨, ⇦, L1, L2

COURIER CRISIS

Level Codes:
Level 1: E F L C I F C G K J
Level 2: I F L C I F C C K I
Level 3: M F L C I F C O K J
Level 4: A F L C I F C K K J
Level 5: F H C L F I G C J L
Level 6: F L C L F I C C I L
Level 7: F P C L F I O C J L
Level 8: F D C L F I K C J L
Level 9: K F L C I F C G I I
Level 10: O F L C I F C C I I
Level 11: C F L C I F C O I J
Level 12: G F L C I F C K I J
Level 13: F F C L F I G C J J
Level 14: F J C L F I O C J J

Secret Characters:

At the PASSWORD option, enter:
Alien: XFIFTYONEX
Gorilla: SAVAGEAPES

DESTRUCTION DERBY 2

Access All Tracks
On CHAMPIONSHIP, enter MACSrPOO, as your name, in either STOCK CAR or WRECKIN' RACIN' modes. When you return

to the main menu, you can now access any track, except in DESTRUCTION DERBTY mode.

DOOM and FINAL DOOM

All codes to be entered when game is paused:

Entire Map:
Δ ,Δ, L2, R2, LL2, R2, R1, □

View All Items:
Δ ,Δ, L2, R2, L2, R2, R1, O

Invincibility:
⇩, L2, □, R1, ⇨, L1, ⇦, O

Extra Items:
X, Δ, L1, ⇧, ⇩, R2, ⇦, ⇦

X-Ray Vision:
L1, R2, L2, R1, ⇨, Δ , X, ⇨

Level Warp:
⇨, ⇦, R2, R1, Δ, L1, O, X

FIGHTING FORCE

Cheat Menu:
Hold down ⇦+L1+R2+ □ until "Cheat Mode" appears, on screen. You now have access to the cheats.

FORMULA 1 CHAMPIONSHIP EDITION

In GRAND PRIX mode, enter codes at EDIT DRIVER screen.

Big Wheels: LITTLE WHEELS

The Apocalypse: CATS DOGS.
Then change weather to RAINY
Bonus Tracks: BILLY BONUS

Advanced Difficulty:
BLOOMIN ARD

Easy Difficulty: TOO EASY

Muppet Commentary: BOX CHATTER
Wipeout Mode: PI MAN

Change Sound Effects:
SWAP SHOP

Change Graphics:
VIRTUALLY VIRTUAL

Overhead View: ZOOM LENSE

Goto Round 16: Change the first letter in Jean Alesi's name to N.

IN THE HUNT

Stage Select
At the title screen, highlight START and press ⇖+SELECT+O.

Infinite Continues:
After using your last CONTINUE, press Δ+SELECT +START during the countdown. You'll get five additional continues.

JET MOTO

With difficulty set to PROFFESSIONAL and lap count set at 6, press START. At the title screen, press O, O, O, □, Δ, Δ, □, Δ. You can now access these cheats, at the title screen:

2 Player vs. CPU:
O, □, R2, O, Δ, L2, ⇨,⇧

Unlimited Turbos:
Δ, O, R2, ⇧, □, ⇧, Δ

Rocket Racer:
Δ, ⇧, ⇧, L2, L2, ⇧,⇧, ⇧

Double Stunt Points:
⇨, ⇧, O, L2, Δ, O, R1, R2

No Resistance:
□, L1, Δ, ⇨,L1, ⇩, R2, Δ

Air Brakes:
R1, R2, ⇨, L2, ⇧, O, ⇧, O

Super Skills:
⇩, O, ⇦, L1, ⇦, ⇨, ⇦, ⇨

Icy Track:
⇧, R2, R1, ⇨,L1, □, ⇨, ⇨

Access All Tracks
With difficulty on AMATEUR and trophy presenter on MALE, press START. Then press ⇧, ⇨, ⇩, ⇦, ⇧, ⇨, ⇩, ⇦. Then, with difficulty set at PROFFESSIONAL and trophy person set at RAIDER'S CHOICE, press START again. Then enter ⇧, ⇦, ⇩, ⇨, ⇧, ⇦, ⇩, ⇨. You are now a MASTER with access to all tracks.

THE KING OF FIGHTERS '95

Access to Omega Rugal and Saishi:

Answer YES at TEAM EDIT screen. At CHARACTER SELECT, hold down START and press ⇧+O, ⇨+□, ⇦+X, ⇩+Δ. You can now choose either one.

MACHINE HEAD

Enter thes codes at MAIN MENU

Infinite Life: O, L1, L1, L1, O, L1, O, O, L1, O, O, O, L1, L1, L1, L1, L1, O, O, L1
Infinite Ammunition: O, O, O, O, L1, O, L1, L1, O, L1, O, L1, L1, O, L1, O, L1, L1, L1, L1

Level Select: L1, O, L1, L1, L1, O, O, O, O, L1, L1, O, O, L1, O, L1, O, O, O, O. R1 and R2 switch levels.

MADDEN NFL 98

Secret Teams and Stadiums
In FRONT OFFICE, go to CREATE PLAYER and enter any of the following codes. Note: If you save and exit, you will see the teams in TEAM SELECT.

Teams:
EA Sports All-Stars: ORRS HEROS
Tiburon Development Team: LOIN CLOTH
All-Time All-Madden: COACH
All Sixties Team: PAC ATTACK
All Seventies Team: STEELCURTAIN
All Eighties Team: GOLD RUSH
NFC All-Pro Team: ALOHA
ACF All-Pro Team: LUAU
All-Time Stat Leader Team: LEADERS

Stadiums:
Alameda County Coliseum: SNAKE
Astrodome: JETSONS
Joe Robbie Stadium: DANDAMAN
Municipal Stadium: DAWGPOUND
"Old West" Stadium: GHOST TOWN
RFK Stadium: OLDDC
Tampa Stadium: BIG SOMBRERO
Tiburon Sports Complex: JSHARKSFIN

MECHWARRIOR 2

Enter these at the PASSWORD screen:

Invincibility:##XO/A~~UZ
Infinite Ammunition:TOXO/AX~TU
Access All Missions: T<XO/AXA<=
Extra Weapon Variants: T#XO/AX<<<
Use Any Mech:#OXO/A~~O/
Jump Jets for All Mechs:#YXO/A~YOL
Access "Elemental" Mech Chassis:T/XO/AZ~#*
Access "Tarantula" Mech Chassis:#/XO/A4~LY
"Cruise Control" Throttle:#AXO/A4YYA
Slow Heat Build-Up: #XXO/A4>Y+

MORTAL KOMBAT 3

Access Cheat Menu
Enter X, O, Δ, R1, R1, R2, R2, R1, R1 during the opening cinematics. Shao Kahn will say, "You will never win" if you enter the code fast enough. Press up on the KOMBAT block to access the cheat menu.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Enter these codes, at the PASSWORD screen:
Infinite Lives: GTTBHR
10 Urns of Vitality: NXCVSE

PlayStation Codes

End Credits: CRVDTS

Fatality
About one step back from fallen opponents, ⇨, ⇩, ⇨+ High Punch

Stage Passwords:
Wind Stage--THWMSB
Earth Stage--CNSZDG
Prison Stage--RGTKCS
Water Stage--ZURKDM
Fire Stage--JYPPHD
Bridge of Immortality--QFTLWN
Qhan Chi's Fortress--ZCHRRY

NBA JAM EXTREME
After answering YES to KEEP RECORD?, enter any of these codes to access the playoffs.

Game 1 of semis: P, L, (backspace twice), A, Y, (backspace twice), O, F, (backspace twice), F, S, (backspace twice) then enter initials and date of your choice

Game 4 of semis: C, H, (backspace twice), E, E, (backspace twice), S, Y, (backspace twice) then enter initials and date of your choice.

Game 1 of finals: F, I,(backspace twice), N, A, (Backspace twice), L, S, (backspace twice), then enter initials and date of your choice.
Game 5 of finals: N, O, (backspace twice), V, I, (backspace twice), C, E, (backspace twice), then enter initials and date of your choice.
Unlimited Turbo: Hold down TURBO, then press ⇧, ⇩, ⇧, ⇩ at the TONIGHTS GAME screen

Enter the following codes, at TIP OFF, before the ref throws up the ball: NOTE: All buttons are for default controls.

Soccer Ball Mode: Δ ,Δ, R1, R1, R2, R2, R2

Beach Ball Mode: Δ ,Δ, R1, R2, R1, Δ, Δ

Steal Mode: , Δ ,Δ, Δ, R1, R1, R1, R2, R2, R2, Δ, Δ, Δ

Speed Mode: R2 (ten times), Δ ,Δ, Δ

Rainbow Mode: R1 (five times), Δ ,Δ, R1 (six times)

NFL GAMEDAY '98
The easter eggs that you get at the end of a season are as follows:

Super Kickers: BIG FOOT
Lenient Refs: BLIND REF
Tough Refs: BUSY REF
Equal Stats: EQUAL TEAMS
Fast Players: FIRE DRILL
Miniature Players: FLEA CIRCUS
Advance Difficulty: GD CHALLENGE
Better Recievers: GLOVES
Headless Players: HORSEMEN
Giant Players: HUMONGOUS
Amped Speed Burts: JUICE
Better Secondary: LEECH
Players are handless: LOOK MA
Loud Commentator: LOUD MOUTH
McMahon Mania: MCMAHON
Better jukes: NSE
Low Crowd Volume: QUIET CROWD
Increase Reciever Range: STRETCH
Loft Ball: THIN AIR
Drab Player Graphics: VIRTUAL POLYGONS
Dumb AI: WATERY AI

NFL QUARTERBACK CLUB '97
Secret Teams
Enter L2, Δ, R2, R2, L2, R2 at the TEAM SELECT screen. Over 100 more teams will become available.

NHL 98
Enter these codes at thr PASS-WORD screen:

Big Heads: BRAINY
Big Players: BIBBIG
Small Players: NHLKIDS
Stanley Cup Victory Video: STANLLEY

NHL OPEN ICE
Play As Gordie Howe

Input the initials G_H and the date as March 31. Now the master of Old Time Hockey is yours.

NIGHTMARE CREATURES
Enter the code ⇦, ⇧, Δ ,⇩, O, Δ, □, ⇩ at the PASSWORD screen. When you start, you will have access to the cheat menu

NUCLEAR STRIKE
Stage Passwords
Level 1: Delta--J U N G L E W A R
Level 2: Isllant--C U T T H R O A T S
Level 3:
Peace 1--C O U N T D O W N
Level 4:
Peace 2--P L U T O N I U M
Level 5: DMZ--P U S A N
Level 6:
Fortress--A R M A G E D D O N
Bonus Level:
Lightning--L I G H T N I N G

OGRE BATTLE
Secret Stage:
If you enter your name as "Fireseal", then when the game starts, you will be allocated a special army and be allowed to battle on the secret island of Dragon's Haven.

PROJECT: OVERKILL
note: all cheats must be entered while game is paused and SOUND VOLUME is highlighted

Cloak: (while pressing Δ) □, O, O, □. Realease Δ. (while pressing X) Δ, Δ; then release X.

Turbo: (while pressing ⇧) Δ, Δ, Δ. release⇧. (while pressing ⇩) X, □, O. Release ⇩.

Shield: (while pressing ⇨) O, □, Δ. Release ⇨. (while pressing ⇦) □, O, X. Release X.

Max Life: (while pressing □) O, X, Δ. Release □. (while pressing O) □, X, Δ. Release □.

Max Ammo: (while pressing O) □. Release O. (while pressing Δ) X. (while pressing O) X. Release O. (while pressing , X) □. Release X.

Skip Level: X, ⇧, ⇩, ⇧. (while pressing □) O. Release □. (while pressing X) Δ. Release X.

RAGE RACER:
Mirror Mode: Hold down L1 + R1 + START (when at Car Select screen) until race starts.

Custum Color Change:
Hold down L1, L2, R1, R2 + SELECT while highlighting a color pallette. Now you can change the color.

RALLY CROSS:
Cheat Codes
Enter code as season name:
Veteran Mode: vet me
Pro Level: im a pro
Access All: weeoo
No Collisions: banzai
Fat Tires: fat tires
90 degree turns: spinner
Invisible Car: wheels
Invisible Tires: no wheels
Nullify viscous effects: noviscous
Double Gravity: stone
1/2 Gravity: float
3/4 Gravity: feather

RELOADED:
Press pause and hold down the L1 and L2 until cursor freezes. Then enter code (while still pressing L1 and L2):

Health: ⇩,⇨, ⇦, Δ ,⇨, ⇩
Ammo: Δ, ⇦, ⇦, ⇦, O, Δ, ⇩
Weapon Up: ⇦, ⇧, X, O
Skip Level: ⇦, Δ , X, ⇨,O, Δ, ⇩
Play as Fwak: At player select, L1, O, R1, ⇩, ⇩, R1, O, L1, L1

ROBOTRON X:
Power-Up
Enter without pausing. Only can be used up to five times, a level.

Flame: ⇩, ⇨, ⇩, ⇨, O
Pulse:⇧, O, ⇩, ⇨, □
Speed: ⇦, ⇦, ⇨, ⇨, Δ
Shield: ⇩, ⇦, □, O
2-Way Shot: ⇧, Δ ,⇧, Δ
3-Way Shot: ⇨, ⇨, □, X
4-Way Shot: ⇩, ⇩, ⇧, O

RUSH HOUR:
At the "Press Start" screen:

Bonus Track: X, ⇧, Δ, ⇩, R1, L1
Hidden Cars: ⇧, ⇦, ⇨, X, O, □
Reverse Track: ⇦, Δ , R1, O, L1, ⇩
Super Championship Race: ⇨, □, ⇦, O, ⇧, X

PlayStation Codes

SOVIET STRIKE:
Level Codes:
Campaign 1:
Crimea: WORSTCASE
Campaign 2:
Black Sea: GRANDTHEFT
Campaign 3: Caspian: GROZNEY
Campaign 4:
Dracula: CHERNOBYL
Campaign 5: Kremlin: CIVILWAR

Super Copter of Justice:
THEBIGBOYS

STAR WARS: DARK FORCES

Utility Cheat:
Without pausing, enter ⇨, O, X, ⇨, O, X, ⇩, O, X

STAR WARS:
MASTERS OF TERAS KASI

Secret Characters: To gain these secret characters, you must be playing with "Player Change At Continue" off.

Darth Vader:
Beat the game with Luke, on STANDARD, ARCADE, mode.

Stormtrooper:
Beat the game with Han, on STANDARD, ARCADE mode

Slave Leia:
Beat the game with Leia, on STANDARD, ARCADE mode

Jodo Kast: Beat seven or more characters in SURVIVAL mode

Mara Jade: While in JEDI mode, hold L1 + R1 + L2 when entering TEAM mode. Then, beat all of the combatants.

Arena Select:
Beat the game, on STANDARD, ARCADE mode with Chewie.

STAR WARS: REBEL ASSAULT II
Access All Stages:
Enter these codes at PASSCODE screen for all stages.

Easy Difficulty: X, O, X, O, X, Δ
Medium Difficulty: X, X, Δ, O, X, Δ
Hard Difficulty: Δ, □, □, □, X, Δ

STREET FIGHTER ALPHA:
Secret Characters:
Press the buttons while "?" is highlighted (default controls)

M.Bison (player 1):
While holding L2, press
⇦, ⇦, ⇩, ⇩, ⇦, ⇩, ⇩, □+Δ

M.Bison (player 2):
While holding L2, press
⇨, ⇨, ⇩, ⇩, ⇨, ⇩, ⇩, □+Δ

Akuma (player 1): While holding L2, press ⇦, ⇦, ⇩, ⇩, ⇩, □+Δ

Akuma (player 2): While holding L2, press ⇨, ⇨, ⇨, ⇩, ⇩, ⇩, □+Δ

Dan: (1 and 2 player): While holding L2 and R2, press Δ, □, X, O, Δ

STREET FIGHTER EX PLUS ALPHA
Secret Characters
Highlight PRACTICE at MODE SELECT screen. Press SELECT, ⇧, ⇨, ⇩, ⇨, SELECT

Bonus Game:
Highlight PRACTICE at MODE SELECT screen. Press SELECT, ⇧, ⇧, ⇨, ⇧, ⇨, ⇧, SELECT.

TEMPEST X3
Access All Cheats:
At any time, press L1, R1, Δ, O, START, SELECT, ⇘. Now you can perform any of the following:

A.I. Droid: R1+L2+Δ+X+⇩

Level Skip: While holding R1, press L1 and Superzapper

Acid Mode: L2+R2+Δ+X+⇧

Extra Modes:
Score more than 500,000 points. Enter H_V_S at 5-initial name slot. Save game. Now you have access to Tempest 2000 and Tempest Plus modes.

TIME COMMANDO
Max Energy:
Pause game and highlight SOUND FX. Press
X, Δ, Δ, O, X, Δ, Δ , O, ☐, ☐, X

TOMB RAIDER
Level Skip:
While in INVENTORY, press L2, R2, L1, O, Δ, L1, R2, L2.

Access All Weapons:
While in INVENTORY, press L1,Δ, R2, L2, L2, R2, O, L1

TOMB RAIDER 2
"Bombshell" Laura:
With the R1 button, have Laura step forward, step back, do three 360 turns and jump backwards. Watch Lara become a *literal* bombshell.

Level Skip:
With the R2 button, have Laura step left, then right, then left. Now, using the R1 button, walk her backwards, then forwards, then do three 360 turns. Finish up with a jump forward, performing the ROLL function in mid air. She should freeze in mid air, taking you to the next level.

Access All Weapons:
With the R2 button, move left, then right, then left. Now, using the R1 button, walk her backward, then forwards and then do three 360 turns, finishing off with a backward jump.
Execute a ROLL in mid air.

TREASURES OF THE DEEP:

While paused, enter any code.

Maximum Continues:
⇩, X, ⇦, ☐,⇧, ⇧, Δ ,Δ, ⇨, ⇨, O, O, R2, R2, R2, L2, L2, L2

Infinite Health: ⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, Δ ,Δ, X, X

Max Air & Health:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, ⇧, ⇩, ⇨, ⇨, X, X

Infinite Air:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, Δ , O, X, ☐, ⇧, ⇨, ⇩, ⇦

Turbo:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, R1, R2, R1, R2, R1, R2

All Equipment:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, L1,L1, L1, L1, R1, R1, R1, R1, L1, L1, L1, L1, R1, R1, R1, R1

All Weapons:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, R1, R1, R1, R1, L1, L1, L1, L1, R1, R1, R1, R1, L1, L1, L1, L1

Unlimited Payload:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, Δ, ⇧, X, ⇩

Two Million Gold:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, R1, R2, L1, L2, R1, R2, L1, L2

Reveal Map: ⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, ☐, X, O, X, ☐

No Fines: ⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, R2, R1, L2, L1

Open Doors: ⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, X, O, Δ, ☐

Complete Stage:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, Δ ,Δ, Δ, ⇩, ⇩, ⇩

Complete All Stages: ⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, ☐, X, X, X, ☐, Δ, Δ, Δ, ☐, X, X, X

Access All Stages: ⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, ⇩, ⇨, ⇧, ⇦, Δ, X

Disable Currents:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, R1, L1, L2, R2, X

Retrieve Atlantis Piece:
⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, L1, L2, L1, L2 , ☐, O

Overhead View: ⇩, X, ⇦, ☐, ⇧,⇧, Δ ,Δ, ⇨, ⇨, O, O, Δ, ☐, X, ☐,

Saturn Codes

ALIEN TRILOGY
Cheat Codes
Go to the password screen and enter to following codes:
FVNKYG1BBON - Invincibility
F1SH1NGFORGVNS - All weapons
F1LLMYPOCK1TS - Infinite ammunition

ASTAL
Restore Energy
Pause the game and press down, R shift, up, L shift, X, A, Y, B, Z, C, Right, and Left.
Invincibility
Pause the game press up, Y, left, A, down, B, right, C.
Secret Mode
Go to the Options menu and press left, right, left, right, up, down, L shift, R shift, and START on Controller 2. The words Secret Mode will appear at the top of the screen. Highlight the "Lives" option and press right to increase the number of extra lives.
Stage Select
Once the Secret Code is in place, go to the Title screen and press up, down, left, right, L shift, R shift, A, Y, C, Z, B, and X on Controller 1.
A Stage Select option will appear .

BATTLE ARENA TOSHINDEN REMIX
Select Gaia, Sho and Cupido
Go to the Start/Options screen and press up, down, X, B, A, Y, C, Z, and START. Gaia and Sho will be available to select on the character select screen. Highlight Sho and hold up on the D-pad to select Cupido.

BLACKFIRE
Infinite weapons and fuel
At the Title screen press L shift, A, Z, Y, A, down, down. Start a game and at any time you're running low on ammo or fuel, pause and unpause the game for a full refill.
Invincibility
At the Title screen press and hold A, then B, then C, then release C, then B, then A. Next, press B, A, B, Y, hold X, press Up, then press and hold Down and release X.
Stage Skip
At the title screen press and hold C, then B, then A, then Up, then L shift. Next, release A, then C, then L shift, then Up. Use the following commands below to go up or down a level:
Skip ahead one lever: Hold A, B, C and Up and press L.
Skip back one level: Hold X, Y, Z and Up and press L.

BUBBLE BOBBLE
(featuring Rainbow Islands)
Stage Skip
Choose "Bubble Bobble" from the main menu, then press down, up, down, up, right, down, left, down, up, and down. Skip levels by pressing the R shift, and go back down one by pressing L shift.

BUG TOO!
Flying Mode
During gameplay, pause the game and press L shift, A, left, L shift, right, down, down and unpause. Press and hold Y to make your character fly.
Invincibility
During gameplay, pause the game and press R shift, right, A, L shift, right, A, down, Y and unpause.
Cheat Menu
During gameplay, pause the game and press L shift, A, Z, Y, left, right, A, down, right, L shift. A menu will appear, allowing you to switch characters, access a Sound test, turn the flying cheat on, and a level select.

CHRISTMAS NIGHTS
Date and Time Codes
Christmas Nights has date and time release options. Change your date and time on your Saturn to access the following options-
Enter dates in December or January to play in the snow with a Christmas theme.
Enter dates from other months of the year to play with the standard NiGHTS settings.

Enter the date April 1 (April Fool's) to play as Reala
9:00 AM the snow changes to crescent moons
12:00 PM the snow changes to purple gems
3:00 PM the snow changes to candy
9:00 PM the snow changes to stars
12:00 AM the snow changes to hearts.

COMMAND & CONQUER

Power-Up Codes

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you will have access to the feature you requested as follows:
Nuclear Strike--A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A
Ion Cannon--A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B
Air Strike--A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C
Extra $5,000--Right, Left, A, B, C, Z, Y, X, Right, Left
Reveal Entire Map--Up, Down, Right, Left, A, Up, Down, Right, Left, A

CRIME WAVE

Stage Select

When the "Identify Player" screen comes up at the start of the game, choose
"New Player" and enter "J A W" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage.

Vertical Screen

At any time during game play, hold L + Y and press X to rotate the screen 90o from its standard horizontal position, or hold L + Y and press Z to go clockwise. Now you can play the game if you turn your TV set on its side--which is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold L + Y and press B.

DARIUS GAIDEN

Extra Credits

At the "Game Start/Option" screen, press X, A L, R, Left, then hold L and press X, C, Z, A, Right, Right. You'll hear a sound to confirm the code. Now start the game and you'll find that booth players have nine continue credits instead of the usual three.

Mega Fire

Also at the "Game Start/Option" screen, hold B, then press Y, Right, Left, X, Z, L, R. You'll hear an explosion to confirm the code. Now start thegame and hold the fire button for super rapid-fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold X, then press Z, C, L, B, Left, R, L. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficullty settings "Very Esssy" and the extremely difficult "Abnormal".

DAYTONA USA

Jeffrey's Dance

On the expert track, as you appproach the Jeffrey status, push to X button repeatedly to make the Jeffrey statue rootate and stand on his head.

Mirror Mode

In "Saturn Mode," if you hold START while making your choice at the "Select
Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode, " if you hold START while making your choice at the "Select Your Car" screen, you can race in time trials by yoursself.

Extra Cars

At the title screen--while the words "PRESS START BUTTON" are flashing--Point the D-pad diagonally in the Down/Right position and hold the L. R. C and Y buttons. With all of these buttons held, press START.
At the next menu, release the buttons and choose Saturn Mode. Now you have
six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

At the title screen, point the D-pad diagonally in the Up/Left position, hold the X, Z, A and B buttons and press START. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

Hidden Music

Buried deep within the data of the Daytona CD are excerpts of 73 different sonnngs from Sega games of the past and present. To hear them, you must earn a score that's high enought to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:
A.B--Main theme from After Burner
KAG--"Maximum Poweer" from After Burner,

Earthworm Jim 2

Codes

During gameplay, pause the game and enter the following commands:
Refill Ammo - A, up, down, right, right, left, X, and C
Refill Energy - left, A, Z, Y, down, A, Y, and down
Nine Lives - Y, A, right, down, down, A, left, and right
Homing Missile Gun - Y, A, up, X, C, left, Y, and up
Mega Plasma Gun - C, A, right, right, up, down, up, and left

Fighter's Megamix

Options Plus Menu

Play the game 500 (not in one sitting) and the Options Plus will be available, where you can select stages, select no damage, and choose caged or non-caged arenas.

Play as Palm Tree

To play the palm tree for the AM2 logo, play the game for 84 hours and then choose Kumachan with the Z button.

Play as Niku (Meat)

Saturn Codes

To play as Niku, turn on the Saturn 30 times (only has to be done once). Start a game with Kumachan and press X to select him.

Guardian Heroes
Debug Menu
At the Start/Options screen, select Options, and highlight "Exit". While highlighting "Exit" hold down X, B. and Z. While holding these buttons down, press and hold down, and when the option "DIP Switch" is highlighted, quickly press the A button. Once done, you'll be able to access a Debug Menu, where you can see all the different endings, stage-select, all the characters selectable in Battle Mode, and many other options

Last Bronx
Strange Extra Options
First beat the game in Arcade mode on Arcade difficulty without losing a round and continuing. Then, enter the following at the character select screen:
For Lisa, Zaimoku, Nagi, Yusaku, an Red Eye, highlight the character and hold left and press A or C
For Tommy, Joe, Yoko, Kurosawa, or Red Eye, highlight the character, and hold right and press A or C.
Extra Difficulty
Load a saved game off your Saturn 15 or more times, and a new diffculty setting menu will be shown

Legend of Oasis
2 Player Mode
During gameplay, press Z and hold the L shift and press X. A clone Leon will appear controlled by Player 2. Note that you have to find a place with no enemies to perform this trick.

Madden NFL '97
Secret Teams
Select "Exhibition" and select you team. At the User Records screen, enter the name "TIBURON" and press C. Return back to the Team Select screen, where you'll find eight new teams.

Manx TT Superbike
Secret Bikes
Select Arcade Mode and when the Transmission Select screen appears, press Y and let the timer run out. When the race starts, you'll be racing a new bike.
Sheep Mode
Start any game and at the Transmission Select screen, press up, up, down, down, left, right, Z, and Y. Once done, start a race where all the racers will be racing sheep.

Marvel Super Heroes
Boss Codes
To play both Dr. Doom or Thanos, beat the game on any difficulty and at the character select screen:
Dr. Doom - press down, down, and press and hold A, then B, then C.
Thanos - press up, up, then press and hold Z, then, Y, then X.

Megaman 8
Animation Sequences
At the main menu scren, highlight "Bonus Mode" hold the L shift and R shift, and press Start. You will see a new option called "Animation".

Megaman X4
Alternate MegamanX and Zero
At the character select screen, highlight Megaman X and press B twice, left six times, then hold L and R shift, and press Start. To play as Black Zero, highlight Zero, hold the R shift, press right six times, release R shift, hold B and press Start.

Nightwarriors: Darkstalkers Revenge
Extra Turbo Speed and Secret Menu
At the Options menu, highlight "Turbo Speed" and press X, X, right, A, and Z for up to eight stars of Turbo Speed. For the Secret Menu, Go to the Options menu, highlight "Configuration" and press B, X, down, A, and Y quickly. A new feature called "Appendix" will appear at the bottom where you can access a BGM Test, a Full Animation

setting, alter the background scenery, and other cool options.

Panzer Dragoon

Space Harrier Mode

Access the CD Menu of the Saturn system (either by putting nothing in the disc or hold the L + R when the Saturn starts up). Choose "System Settings" and choose German for "Languages". Start the game up and press Start at the title screen, then press X, right, X, down, X, left, X, up, X, and Z.

Invincibility

Go to the Start/Options screen and press L shift, L shift, R shift, R shift, up, down, left, and right.

Infinite Continues

At the Start/Options screen, press up, X, right, Y, down, Z, left, Y, up, and X.

Stage Select Menu

Go to the Start/Options screen and press up, up, down, down, left, right, left, right, X, Y, and Z.

Weapon Power-Ups

Go into the Options Menu and press up, X, right, Y, down, Z, left, Y, up, and X. To access the weapon power-ups, hold down the following buttons at the Episode screen:

A or X - normal weapon

Y - multi shot

Z - wide shot

B - red lasers

C - sidewinders

Resident Evil

Battle Mode

On the title screen, press and hold X, Y, Z, and press Start on Controller 2.

Alternate Uniforms

Start a new game and when the introduction starts, hold the L and R shift buttons on Controller 2 until you start your game.

Saturn Bomberman

Secret Characters

To access the secret character Manto and Yuna, select Battle Mode then press and hold L and R shift buttons. Both characters will be selectable in Battle Mode.

Change Time and Levels

In Battle Mode, at the Stage Select screen, hold down X + Y + Z. You can change the time of each stage from dawn till dusk by press up or down on the stage select screen. This will also change the arena itself.

Sega Rally Championship

Secret Course and Car

Hold down the X and Y button at the main menu screen and choose a mode to race in. You can access the difficult Lakeside course.

To get the Lancia Stratos, at the main menu screen, press X, Y, Z, Y, and X.

Shinobi Legions

99 lives

At the Start/Options screen, highlight "Game Start" and press A, Z, B, Y, C, X, and Start.

Stage Select

During gameplay, pause the game and press A, B, A, B, and C. You should see a number in the lower left corner, and you can change the number by pressing left or right, which in turn, select different stages in the game.

999 Shurikens

On the Options screen, highlight Shurikens, and hold L and R shift buttons while pressing C, A, and B.

Sonic 3D Blast

Cheat Codes

On the title screen, hold down C nad press Start. Now, start a game, pause the game, and press the following buttons:

A -Skips one level

B - Skip ahead 3 levels

C - Skip to Panic Puppet, Act 3

X - Adds an extra life

Y - Adds one medal

Z - Receives all Chaos Gems

Street Fighter Alpha

Tag Team Bison

At the main menu, select "Arcade" and have two players join in. Player 1 must highlight Ryu, hold the L and R shift buttons, press up, up, release the L and R shifts, press up, up, and then press Jab punch. Player 2 must highlight Ken, hold the L and R shift buttons, press up, up, release the L and R shifts, press up, up and press Fierce punch. If done properly, M.Bison will appear and both of you will be able to fight him.

Secret Characters

Highlight the "?" and enter the following codes to access the secret characters:

M.Bison - Hold the L shift and press left, left, down, down, left, down, down, then X and Y simultaneously.

Akuma - Hold the L shift and press left, left, left, down, down, down, then X and Y simultaneously.

Street Fighter Alpha 2

Classic Chun Li

At the default character select screen, highlight Chun Li, press and hold Start for about 2 seconds, then press any button. You'll play the classic Chun Li from Street Fighter 2 Championship Edition with all her moves.

Classic Zangief

At the default character select screen, highlight Zangief, press and hold Start, release the Start button, then move the cursor in these series of motions: down, left, left, left, left, up, up, right, right, right, right, down, then choose Zangief.

Classic Dhalism

At the default character select screen, highlight Dhalism, press and hold Start, release the Start button, then move the cursor in this sequence: left, down, right, up and then choose Dhalism.

Evil Ryu

To select Evil Ryu, at the default character select screen, highlight Ryu, press and hold Start, release the Start button, the move the cursor in this sequence:

right, up, down, left, then select Ryu

Shin Akuma

To use the ultimate Akuma, at the default character select screen, highlight Akuma, press and hold Start, release the Start button, then move

the cursor in these series of motions: down, down, right, down, right, down, down, down, left, down, left, down, the select Akuma.

Super Puzzle Fighter 2 Turbo
Secret Characters
On the character select screen, enter the following commands for the secret puzzlers:
Hsien Ko's Sister - Highlight Morrigan, hold Start, press right, then A
Akuma - Highlight Morrigan, hold Start, press down, down, down, left, left, left then A.
Dan - Highlight Morrigan, hold Start, press left, left, left, down, down ,down then A.
Anita - Highlight Morrigan, hold Start, press right, right the A.
Devilot - Highlight Morrigan, hold Start, press left, left, left, down, down, down, wait till the timer is at the 10 seconds, then press A.

Three Dirty Dwarves
Skip Stages
In the Options menu, press L and R shifts where a password screen will appear. Enter the code "MOSHOLU" and a stage select will appear as a new option.

Tomb Raider
Stage Skip
During gameplay, pause the game, and turn to the last page of the passport. Press Z, Y, Z, Y, X, X, X, and Start. Once done, press A and you'll skip to the next level.

Virtua Cop 2
Character Select
When the stage select screen appears, hold the correponding buttons down to choose you character:
X - Rage
Y - Smarty
Z - Janet
Secret Menu Code
For this code to work, you have to have a gun peripheral in Controller port 1 and a regular controller in Controller port 2. When the title screen appears, press up, down, up, down, A, X, B, Y, C, and Z. You now have access to a secret menu.

Virtua Fighter
Play as Dural
At the character select screen, press down, up, right, then A + left. You'll be able to play the boss.
Stage Select
At the title screen, press up 12 times, then press Start. Go to Options, and scroll all the down, where a hidden stage select menu will be found.
Ranking Mode
To access Ranking Mode, at the title screen, hold down/right, C, Y, L shift, R shift, and press Start.

Virtua Fighter 2
Play Dural
To play the boss in the sequel, highlight Akira and press down, up right, then A + left.

Virtual On
Play Jaguarandi
To play the mid-boss character, at the title screen, hold down and press L + R shifts simultaneously. Jaguarandi should be just to the right of Raiden.
Prototype Raiden and Temjin
To play special versions of these two robots, at the title screen, hold up and press L + R shifts simultaneously. Both do slightly more damage than the original versions.
Pick-up
After beating the game, when the credits are rolling and when you first see Earth, start moving the controller in different motions. You may stop when you see the U.S. Sega credits roll, and a small ship will pick up your damaged robot from space.

Saturn Codes

Bomberman 64
Secret Stages
At the main menu screen, press the START button repeatedly and quickly. Once done, you'll have four new arenas in Battle Mode.

Diddy Kong Racing
Magic Codes
On the options menu screen, select "Magic Codes" and enter the following for some cool effects:
ARNOLD - Big Characters
TEENYWEENIES - Small Characters
JUKEBOX - Music Menu
FREEFRUIT - 10 Bananas
FREEFORFALL - Max. Power Up
BOGUSBANANAS -
Bananas Reduce Speed
ROCKETFUEL - All Balloons Are Turbo
OFFROAD - Better Traction
BLABBERMOUTH - Horn Cheat
VITAMINB - Unlimited Bananas
BOMBS AWAY - All Balloons Are Missles
DOUBLEVISION - Same Character Select

Doom 64
Ultimate Password
At the Password Screen, enter the following to start the game with all weapons, invulnerability, and stage skip:
?TJL BDFW BFGB JVVB

Duke Nuke Em 64
Cheat Menu
On the Main Menu screen, press ⇦, ⇦, L, L, ⇨, ⇨, ⇦, ⇦. A cheat menu will appear. In the cheat menu, enter the following codes to unlock the hidden objects:
Invincibility - press the R button seven times, then press ⇦
Monsters - press L, C⊂, ⇦, R, C⊃, ⇨, ⇦, ⇦
All Items - press R, C⊃, ⇨, L, C⊂, ⇦, C⊃, ⇨
Level Select - press
L, L, L, C⊃, ⇨, ⇦, ⇦, C⊂

Extreme G
Gameplay Codes
When picking your vehicle, press R, select the Name Option, and enter the following codewords:
ANTIGRAV - Race Course Upside Down
ARSENAL - Unlimited Weapons
NITROID - Inifinite Nitros
ROLLER -
All Vehicles on Track Turn Into Boulders
STEALTH - Invisible Vehicles
XTREME - Increases Top Speed

Hexen
Secret Menu
Pause the game, and quickly press C∩, C∪, C⊂, C⊃. A cheat menu will appear. Access the cheat menu and enter the following codes:
God Mode - C⊂, C⊃, C∪
Phase Form - Press C∩ 20 times then C∪
Stage Select - C⊂, C⊂, C⊃, C⊃, C∪, C∩
Collect All Artifacts - C∩, C⊃, C∪, C∩
Collect All Weapons - C⊃, C∩, C∪, C∪

International Superstar Soccer 64
Big Head Mode - At the title screen, press C∩, C∩, C∪, C∪, C⊂, C⊃, C⊂, C⊃, B, A, then Hold Z + Press START.
Secret Teams - At the title screen, press ⇧, L, ⇧, L, ⇩, L, ⇩, L, ⇦, R, ⇨, R, ⇦, R, ⇨, R, B, A, then Hold Z + Press START.

Killer Instinct Gold
Boss Code - When a character biography demo appears, press Z, A, R, Z, A, B. Gargos will be playable.
Bonus Options - When a character biography demo shows, press Z, B, A, Z, A, L. This will enable special character colors and three extra levels.
Secret Stage - When choosing characters in 2 Player Mode, Hold ⇩ and press C∪ then you'll fight in a secret sky stage.

Madden Football 64
Secret Team - Access the Create Player Option and enter the name "TIBURON," continue and select Save and Exit. When you start a game, all your players will stand 8'4" and have 100 in all their attributes.

Mario Kart 64
Reverse Tracks - Earn the gold trophy in all four cups in Mario GP 150cc Mode, and you can race all 16 courses in reverse.

Mortal Kombat Trilogy
Play as Khameleon
When the "story" screens appear in the demo, input
C⊃, C∩, A, B, C∪, C∩, C⊃. Shao Kahn will say, "Khameleon," and he will now be selectable.
Play as Motaro
Choose any character, hold High Kick + Low Kick and hold the D-pad away from your opponent before the battle begins. When the fight starts, you'll change into Motaro. This only works on specific stages like Jade's Desert and the Wasteland.
Play as Shao Kahn
Choose any character, hold High Punch + Low Punch and hold the D-pad ⇩ before the battle begins. When the fight starts, you'll change into Shao Kahn. This only works on specific stages like the Rooftop and the Pit.
Hidden Game #1
After playing 50 straight games in two-player mode, you'll play a game of Pong.
Hidden Game #2

N-64 Codes

N-64 Codes

After playing 100 straight games in two-player mode, you'll play a game of Galaxian.

Hidden Game #3

After playing 150 straight games in two-player mode, you'll play a game of Space Invaders. Or, when you're on The Pit stage, watch the moon in the background. When you see a shadow fly across it, press the Z button; the winner of that match will play Space Invaders.

Stage Select

At the character-select screen, highlight Sonya, hold ⇧ and press Start. You'll be able to choose the stage before the fight.

Super Hard Mode

At the character-select screen, highlight Kano, hold ⇩ and press Start. The "Choose Your Destiny" paths will be much harder now.

Free Play

When the "story" screens appear in the demo, input ⇩, ⇩, ⇧, ⇧, ⇨, ⇨, ⇦, ⇦ on the D-pad.

"More Kombat" menu

When the "story" screens appear in the demo, input C↓, B, A (Run, High Punch, Low Punch). Press Start to access the Kombat menu, then hold Up and press Start. When the main menu appears, you'll find a new option with a blue question mark; you can now select your stage, disable throws, have infinite "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

"Kombat Cheats" Menu

When the "story" screens appear in the demo, input C↑, C→, C↓, A, B, B, B, A, A (High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch). Press Start to access the Kombat menu, then hold Up and press Start. When the main menu appears, you'll find a new option with a red question mark; you can now activate Free Play mode, have no time limit for fatalities, set one-round matches, or view collision boxes.

NBA Hangtime

Vs. Codes

At the "Tonight's Matchup" screen while the announcer is naming the two teams, input:

Disable all Computer Assistance - Hold ⇨, press Pass, Pass

Big Head - Hold ⇧, press Turbo + Pass simultaneously

Rooftop Court - Hold ⇦, press Turbo, Turbo,

ABA Ball - Hold ⇨, press Shoot, Turbo, Pass

At the "Tonight's Matchup" screen use the Turbo, Shoot, and Pass buttons to change the numbers in the box at the bottom of the screen.

Tiny Players - 025
Silence Music - 048
Tournament Mode - 111
Zip Passes - 120
Max. Speed - 284
No Shoving - 390
Unlimited Turbo - 461
Super Speed - 552
Max. Blocking - 616
Quick Hands -709
Max. Power - 802
Allow Goaltending - 9937

Secret Characters

Enter the corresponding name and numbers:

AHRDWY 0000 - Hardaway
AMRICH 2020 - Amrich
BARDO 6000 - Bardo
CARLOS 1010 - Pesina
CLIFFR 0000 - C. Robinson
DANIEL 0604 - Thompson
DANR 0000 - Roan
DAVIDR 0000 - D. Robinson
DIVITA 0201 - Divita
DREAM 0000 - Olaquwon
EDDIE 6213 - Ferrier
ELLIOT 0000 - Ellliot
EUGENE 6767 - Geer
EWING 0000 - Ewing
GHILL 0000 - Hill
GLENNR 0000 - G. Robinson
HGRANT 0000 - Grant
JAMIE 1000 or MUNDAY 5432 - Rivitt
JAPPLE 6660 - Japple
JASON 0729 - Skiles
JC 0000 - Carlton
JFER 0503 - Hedrick
JONHEY 6000 - Hey
JOHNSN 0000 - Johnson
KEMP 0000 - Kemp
KIDD 0000 - Kidd
KOMBAT 0004 - Boon
MALONE 0000 - Malone
MARTY 1010 - Martinez
MEDNIK 6000 - Mednick
MILLER 0000 - Miller
MINIFE 6000 - Minifee
MORRIS 6000 - Morris
MORTAL 0004 - Tobias
MOTUMB 0000 - Mutombo
MURSAN 0000 - Muresan
MXY 1014 - Vinikour
NICK 7000 - Ehrlich
PATF 2000 - Fitzgerald
PERRY 3500 - Perry
PIPPEN 0000 - Pippen
QUIN 0330 - Quinn
RICE 0000 - Rice
RODMAN 0000 - Rodman
ROOT 6000 - Root
SHAWN 0123 - Liptak
SMITS 0000 - Smits
SNO 0103 - Oursler
STACKH 0000 - Stackhouse
STARKS 0000 - Starks
TURMEL 0322 - Turmell
WEBB 0000 - Webb

WEBBER 0000 - Webber
NFUNK 0101 - Funk
MOURNING 0000 - Mourning

NFL Quarterback Club 98
Secret Passcodes:
TGHTGRP - No turnovers
SMLMDGT - Tiny players
GLYTHMD - Giant players
STNTXTM - NFC, AFC, Acclaim, and Iguana Teams Available
DWNDRV - Eight downs

San Francisco Rush
Alter Gravity - hold Z and press ⇧, ⇩ then release Z and press ⇧, ⇩, ⇧, ⇩

Star Wars: Shadows of the Empire
X-Wing or Tie Fighter
Play the Skyhook Battle stage until you reach Skyhook station. When you've got the Outrider, shift the camera until you're behind it. Then, press Start, then hold ⇦ + L + R + Z + C⊂, + C⊃, +C∪; while holding these buttons, move Up or Down on the D-pad to select either an X-Wing or Tie Fighter.
See the Ending
Enter your name as "_Credits" When you start the game, you'll go directly to the end.

Super Mario 64
Cinema Camera Change
Have a second controller plugged in when you defeat Bowser. When Mario flies off, use the analog on Controller 2 to change the camera angle.

TETRISPHERE
Stage Select
Select "Single" from the main menu, then "New Name." Hold C⊃, + C∪, and press the L button; the numbers on the menu will change to different characters. Using these new characters, enter the following: Saturn, Flying Saucer, Rocketship, Heart, Skull. Now select "Start" and enter either the "Rescue," "Hide + Seek," or "Puzzle" game modes.
Gameboy Music7
Select "Single" from the main menu, then "New Name." Hold C⊃, + C∪, and press the L button; Enter the name "GaMEBOY" but substitute the alien head with the letter "a." Now go to the Audio options to listen to the ten secret music tracks.

TOP GEAR RALLY
Cheat Codes
Enter at any time:
All cars - A, ⇦, ⇦, C∪, A, ⇨, Z
Access All Tracks - A, ⇦, ⇦, ⇨, ⇩, Z
Helmet Car - ⇧, ⇧, Z, B, A, ⇦, ⇦
Ice Cube Car - C∪, ⇧, B, ⇨, A, C∪, A, ⇨
Beach Ball Car - B, B, A, ⇦, ⇦, C∪, A, ⇨

TUROK: DINOSAUR HUNTER
Cheat Codes
N T H G T H D G D C R T D T R K - activates all cheats and lets you warp to any stage.
R B N S M T H - Invincibility
C M G T S M M G G T S - All Weapons
B L L T S R R F R N D - Infinite Ammo
F R T H S T H T T R L S C K--Infinite Lives
T H S S L K S C L - Spirit Mode
G R G C H N - Big Head Mode
D N C H N - Tiny Enemies
D L K T D R - Pen and Ink Mode
C L L T H T N M T N - Quack Mode
F D T H M G S - View Credits

WAR GODS
Fatalities
Ahua Kin - Close, 3D, ⇧, ⇩, ⇧, + High Punch + Low Kick
Anubis - 3D, ⇨, ⇘, ⇩, ⇙, ⇦, + High Punch + Low Kick
CY-5 - Midscreen distance, ⇦, ⇦, + High Punch
Kabuki Jo - Sweep distance, ⇦, ⇙, ⇩, ⇘, ⇨, + Low Kick + High Kick
Maximus - 3D, + ⇨, ⇨, + High Punch + Low Punch
Pagan - Midscreen distance, ⇦, ⇨, + Low Punch
Tak - ⇦, ⇙, ⇩, ⇘, ⇨, + Low Punch + High Kick
Vallah - Close, ⇨, ⇨, + Low Kick
Voodoo - Midscreen distance, ⇦, ⇨, + Low Punch
Warhead - Far, 3D, ⇨, ⇘, ⇩, ⇙, ⇦
Play Grox
At the character-select screen, quickly press ⇩, ⇨, ⇦, ⇦, ⇧, ⇩, ⇨, ⇧, ⇦, ⇦ then select your character.
Free Play
At the first War Gods title screen, press C⊂, C⊂, ⇨, A, B, C∩, C⊃. Go to the Options menu and next to "Continues" will be the option "Free Play."
Cheat Menu
At the first War Gods title screen, press ⇨, ⇨, ⇨, B, B, A, A. Go to the Options menu, and the "Cheat Menu" will be available

WAVE RACE 64
Ride the Dolphin
Pick Stunt Mode and the Dolphin Park course. Perform all the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll a ramp clockwise and counter-clockwise, and submarine dive off a ramp), go through all the rings, and finish the course before the times expires. Then go to the main menu, pick Championship mode and select "Warm Up." When the Watercraft Select menu appears, highlight your character, hold the analog ⇩ and pick your character.

WAYNE GRETZKY'S 3D HOCKEY
Gretzky Quick Start
To quickly start a game, hold any button except A at the main menu and press START.
Select Opposing Team
When going up against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press C⊃, C⊃, C⊃
Trade Players
At the Options screen, hold the L button and press C∪, C∪, C∩, C∩, C∪, C∪, C⊃, C⊃, C∪; the eighth digit of the "Specials" option will be changed to "1." Now go to the main menu, choose "Records" and pick "Team Stats." When the team stats appear, press C∩ ten times. A "Modify Teams" menu will appear. Choose two teams to modify, then press A. The roster of the first team will be on the left; press B to change the team on the right. Go ⇧ or ⇩ to select the player you want to replace, go ⇦ or ⇨ to select his replacement. Press A to complete the substitution. Press START to modify the second team, then press START again when you're finished.
Frequent Fight Mode
At the Options screen, hold the L button and press C∩, C∩, C∪, C⊂, C⊃, C⊃, C⊂, C⊃, C⊂. Now fights will occur every 20 seconds if you're playing in "Arcade" mode with fighting "on." This code must be reinputted every period.
Super Teams
At the Options screen, hold the L button and press C⊃, C⊂, C⊂, C⊃, C⊂, C⊂, C⊃, C⊂, C⊂. You can now play the USA, Canada, Williams Entertainment, and 99ers teams.

TOY FAIR riot

Every year Toy Fair seems to get bigger and bigger, with new companies arriving on the scene and more new products out than anyone can keep track of. The hard part is sorting though all the junk and finding what's really going to matter to most action figure collectors. This year, let us be your guide, as we present the first of two parts dedicated to looking at the hottest new action figure lines from the strongest companies out there.

By Martin Jarrock

Let's cut to the chase. Profits were up in 1997 for the industry, and mostly because of movie tie-ins (like *Star Wars*) and new action figure lines that arrived out of nowhere and surprised everyone with their success (like McFarlane's Kiss figures). Because of those profits, there are more lines of action figures planned for this year than ever before, with new licenses and concepts never seen on toy shelves until 1998. We'll begin this year's coverage with a look at one of the few action figure manufacturers who truly understand the collector and kids markets and seem eager to give those collectors what they want.

TOY BIZ

The Toy Biz showroom is almost too much to take in during one trip, with so many new figures positioned in displays from one wall to the next. It's hard at first to know what to concentrate on, standing in the midst of it all. We'll start with what may be the coolest new trend in action figures, as represented by Toy Biz's new **Resident Evil** action figure line. Yes, that's right — action figures are due to hit major stores near you that are based on a video game. And these look great, with excellent sculpting and fantastic details adding up to figures that make the game seem to have taken 3-D life. The line includes heroes Chris Redfield and Jill Valentine, as well as nasties Forrest Speyer, Chimera, Hunter, the gruesome Maggot Zombie, and the awesome Tyrant. This really represents a major move for action figure licensing, as Toy Biz takes a daring step (riding on the heels of last year's way-cool Lara Croft figure) towards broadening the collector base and expanding the market. Also included was a fantastic display of the **X-Men vs. Street Fighter** line that supports the video game of the same name. This line has great sculpting detail as well as nice accessories and packaging—each two pack comes with a removable backdrop to create your own "action figure theater."

But even with its traditional license, **Marvel Superheroes**, Toy Biz is forging ahead in innovative directions. With the success of its first assortment of 8 inch **Famous Cover** figures last year, Toy Biz has at least two more waves planned for '98. Collectors can look for Captain America, Dark Phoenix, Thor, and Dr. Doom any day now, with Daredevil, Falcon, Mr. Sinister, and the excellent Black Widow to follow this summer. What's more, Toy Biz has a new multi-figure gift pack for collectors, this one featuring the characters from the cover to **Giant-Size X-Men** #1. The set includes Nightcrawler, Colossus, Thunderbird, Storm, Sunfire, and Banshee, marking the first action figure appearance for many of these characters.

Yet that's not all Toy Biz has in store for collectors in '98. In their traditional 6 inch size, Toy Biz introduces three new, collector-targeted lines. The first, **New Mutants**, will feature characters from the popular X-Men sub-title, with the first wave set to include Wolfsbane, Magik, and Warlock. Their second new line, called **The Vault**, introduces villains from the Marvel world not as yet seen as figures. The first wave will include Typhoid Mary, Stegron, and Ultron. Finally, the third new line for collectors will be the aptly-titled **Marvel's Most Wanted**, bringing to fans the figures that they've requested most often from Toy Biz. Look for X-Man, Blink, and Spat & Grovel in the first wave.

For their more play-oriented lines, Toy Biz has plenty of new stuff in store this year as well. The Spider-Man Sneak Attack series continues with **Shape Shifters**, a very interesting line that takes a *Transformers*-like approach to the superhero and a couple of his enemies, including The Lizard and Venom. Also look for **Street Warriors** in that series, with cool new actions for these figures, set to include Peter Parker, Spider-Man, Vermin, and Scarecrow. Finally for Sneak Attack will be the **Flip 'N Trap** line. More cool actions make these great figures to play with. Look for Sandman, Madame Web, Spidey, and Red Skull. And don't miss the second series of **Web Splashers**, this set to be even better than the last with an all-new Venom, two Spider-Man figures, and Namor.

As for X-Men, look for lots happening in the Secret Weapon Force series, beginning with **Shape Shifters**, which continue to bring the transforming action to superheroes. Look for Wolverine, Juggernaut, and, appropriately, Morph. Next comes



McFarlane's The Skull Queen from **Dark Ages Spawn Line**

the **Battle Blasters** line, each of which features a figure and small vehicle which fires a unique weapon. The first assortment of this line includes Jean Grey, Omega Red, Wolverine, and Cyclops. Then there's the **Power Slammers** line, which includes a figure and vehicle/machine that fires unique pellets. The line includes a brand-new Gambit, Master Mold, Rogue, and the ever-popular Wolverine. Finally in the X-line, there's **Flying Fighters**. This one is somewhat akin to last year's innovative **Web Flyers** line from Toy Biz, but now it's the X-Men characters Cyclops, Jean Grey, Mr. Sinister, and, for the first time in any line, Maggot.

MCFARLANE

One company that's no stranger to innovation is McFarlane. Their *Spawn* line has consistently pushed the envelope in terms of action figure sculpting and getting the most for your money. 1998 will see the company continue along that road as they unveil what promises to be their most diverse (and successful line of figures ever). As befits the company, its new showroom is creepy, dark, and sinister—the perfect showcase for their toys.

The line everyone is talking about already is McFarlane's **X-Files** series, set to support the summer movie. Security was tight on this line, and **riot** was only able to escape with a few photos of the main figures, but these toys all look amazing, take our word for it. The likenesses on Mulder and Scully's various figures are excellent (check out these pics for yourself). One thing we can't show you are the aliens from the line—but these figures look great as well, with one of the aliens barring its teeth and looking absolutely menacing. There's no doubt that this line, marking the first X-Files action figures, will be a giant success this summer.

But don't let that keep you from noticing the amazing directions McFarlane is taking with the new *Spawn* assortments for '98. Spawn Series 10 is actually part II of the ultra-successful **Manga Spawn** series. Collectors in Japan and America both could not get enough of these, so it's no surprise McFarlane is back with more. Look for a big 6-figure assortment including



McFarlane's Mummy Playset **Monsters 2**



McFarlane's Manga Dead Spawn **Spawn Series 10 (Manga2)**

Manga Freak, Manga Overtkill, Manga Beast, Manga Dead Spawn, Manga Cyber Violator, and Manga Samurai Spawn.

The question must have arisen at McFarlane on how to top the success of their Manga series. The answer is definitely **Dark Ages Spawn**, Series 11 in the line and due out in July. With a completely new concept and totally original figures like The Raider, The Ogre, The Skull Queen, The Horrid, The Spellcaster, and the massive Spawn—The Black Knight, this is one amazing series. The detailing actually beats any previous McFarlane line (hard as that may be to believe), with accessories you won't believe. Out in September, though, is **Spawn Series 12**, featuring still more all-new characters. It will be hard to miss some of these giant figures, including The Creech, Gruesome Twosome, Reanimated Spawn, The Heap, and an all-new Cy-Gor.

Then there's the new **Kiss Psycho Circus** line, based on the surprisingly popular comic book. Each Kiss band member is an all-new sculpt and comes packaged with a member of the "Psycho Circus." Gene Simmons comes with The Ringmaster, while Peter Criss is packed with the Animal Wrangler, Paul Stanley with The Jester, and Ace Frehley with the Stiltman.

Yet that's still not all. **Monsters Series II** appears in May and features still more smaller-scale playsets full of cool scenes and characters. Check your shelves for the Sea Creature, Mummy, Phantom of the Opera, and Dr. Frankenstien playsets, each one loaded with accessories for the utmost playability.

BANDAI

Speaking of excellent playability, Bandai has become known for the high play-ratings of its toys, so it's no surprise its 1998 line follows in those footsteps.

The newest concept from Bandai, continuing its affiliation with



McFarlane's Gene Simmons and the Ring Master **KISS Psycho Circus**

Saban TV and the FOX TV network, is the **Mystic Knights of Tir Na Nog**. Beginning this Fall, as the new TV series debuts on FOX, the shelves will be packed with this cool new line of action figures. Look for the first wave to include four heroes and four villains, including the gallant Rohan, Angus, Ivar, and Deader, as well as the evil Ice Lord, Rock Wolf, Sea Serpent, and Lightning Bat. There will also be two excellently crafted dragons in the Knights line, both of which are said to be integral to the running plot of the series. It should be hard to miss Pyre, the Fire Dragon, and Tyrune, the Three-Headed Hydra, as they're both big enough to be ridden by the regular-sized figures and highly articulated.

And don't forget the *Power Rangers*, perhaps the most successful kids toy line ever produced. Most collectors have already seen the first assortment of **Power Rangers in Space** figures, but there is another batch due in the Fall. The **Battlized Power Rangers** each come with wings or a jet pack, giving them a larger, more accessorized feel reminiscent of early *Spawn* toys (which is ironic, as *Spawn* currently leans in a more Japanese-influenced direction). In the Fall, the Red, Black, Blue, and Silver Rangers will be on shelves in this series. These will be followed closely by the **Mega Launching Power Rangers**, each of which comes with a launcher that fires a projectile unique to its Ranger. Again, the Red, Black, Blue, and Silver Rangers will be featured in this line.

Finally in action figures from Bandai, there's more *BeetleBorgs* in 1998. In support of a new storyline beginning this summer, August will see the release of an all-new BeetleBorg assortment called **Agent BeetleBorgs**. Look for Agent Green Hunter, Agent Blue Stinger, and Agent Red Striker BeetelBorgs in shelves, to be closely followed by the **Mega Spectra** line later that month. That line will include the same three major characters, but in a package that includes a 6-piece armor assortment and weapons. And don't miss the 12-inch line this summer as well, which will debut the DX B Force Blue Stinger and the Chromium Gold BeetleBorg.

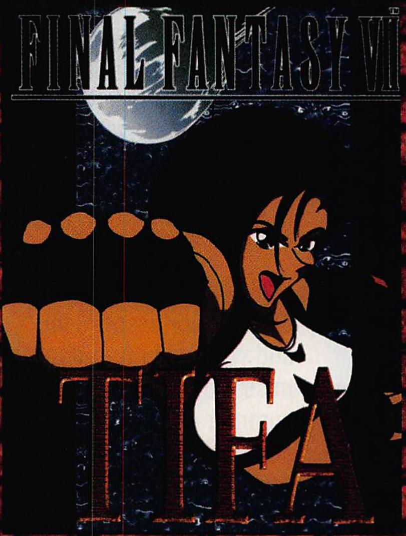
And don't miss this section next month, when **riot** brings you its second part of Toy Fair '98 coverage, including Kenner, Playmates, and Mattel. You won't want to miss this!



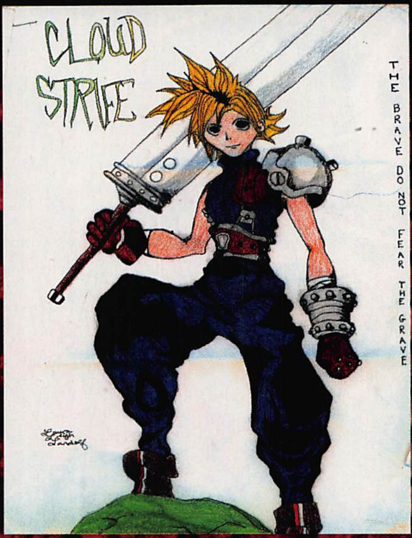
Agents Dana Scully & Fox Mulder **The X-Files "Fight the Future"**

WOLFINGER'S WALL

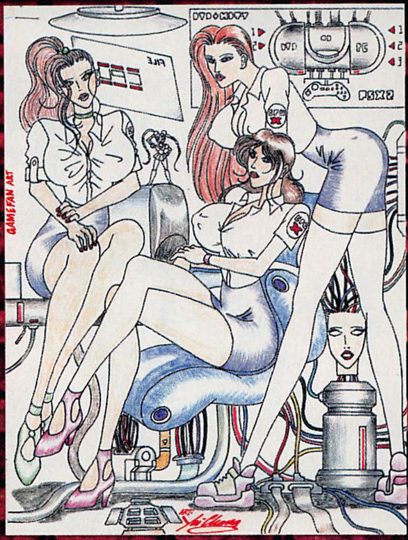
And now for some fan art! As you can see we're getting in some terrific artwork, so keep sending your original stuff and let us show it off for you!



John Duckett of Bowie MD gives some power to the Tifa. Right on.



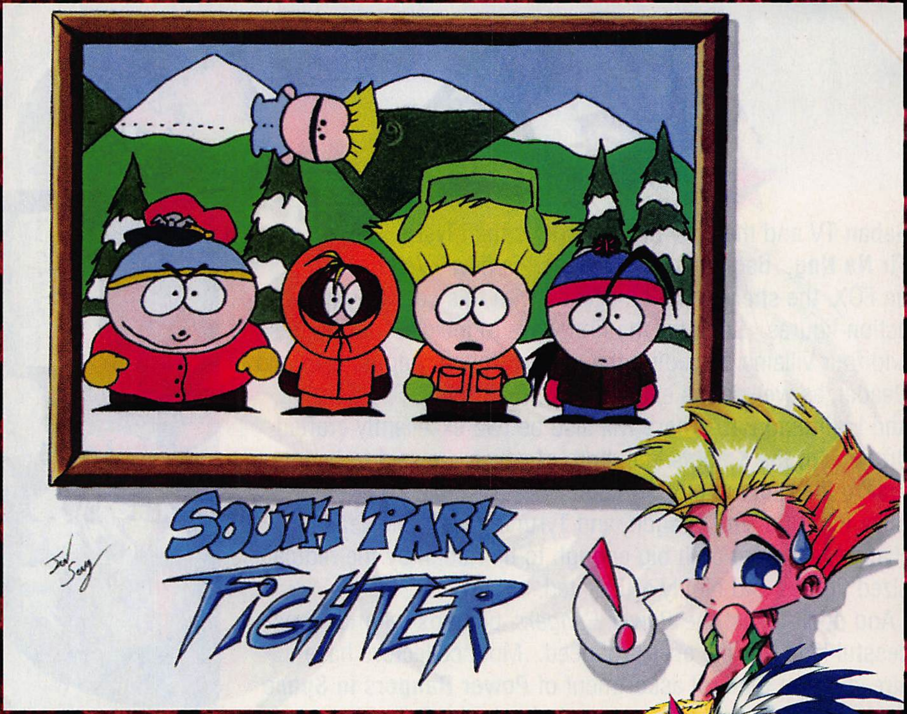
Lura Leigh Landolf's *Cloud Strife*, Franklinville NJ. **Nice work, keep it up.**



Yai Chang of Minneapolis, MN sends this well-rounded...er *rendered* drawing of Life at the Chang Household. All the guys here at GF want to live on your planet.



Lowena Ko's *Chun-Li Bunch*, Coquitlam B.C. Canada You see, in the future, all fighting game characters will be Chun-Li. "What, no Guile?"

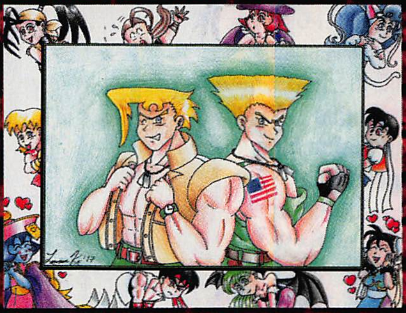




Once again, the very talented Jen Seng of Westborough, MA, gives us another possible Street Fighter franchise. Great work as usual. Don't ever stop sending it.



Christina Vaillancourt of Houston, TX sends us this very elegant rendering of Castlevania's *Alucard*. Quite a beautiful piece.



We have another Guile fan in Lowena Ko, Coquitlam, BC, Canada.
Look out, Jen, ya got some competition!

OTHER STUFF

NINTENDO WINS DRAGON'S QUEST / PLAYSTATION BUSTS A NEW GROOVE

The folks that brought the popular *Dragon's Warrior* series to life in Japan is working on the next installment of the game. Following a huge bidding war with Sony, Nintendo ended up with the rights to the title, probably due to their long standing relationship with Enix. The game is due out late this year or early next and some are suggesting it will be 64DD compatible.

Meanwhile, Enix's *Bust-A-Move*, a 2 player dancefest for the PlayStation, has held firm ground in Japan's top 5 since its December release. Latest word is Enix is looking around for an American publisher, and you know whose name has come up? Virgin Interactive. If the two signed a deal, they'd probably end up changing the Japanese songs to something more American.

JUMPING ON THE NINTENDO 64 GRAVY TRAIN

Sources out of Japan report that the success of Nintendo in North America and the upswing in Japan is causing Capcom and Namco to start thinking big in terms of development for the Nintendo 64. Although sources say they are skeptical about the prospects of the 64DD they are confident that this is Nintendo's year. To that end some are saying that a special version of *Tekken* will be coming from Namco along with a version of *Mega Man* and *Resident Evil* for the Nintendo 64 from Capcom in the not too distant future.

FULL STEAM AHEAD FOR UNREAL 64

Reports that *Unreal 64* for the Nintendo 64 is doomed are a little bit premature according to GameFan sources. The game will be out in time for Christmas. The reason for the delay was to allow the team more time to get the PC game finished without having to worrying about immediately getting the Nintendo 64 version ready. GT didn't want to have a repeat of last years *Hexen 64* debacle. Also look for versions of Unreal on Katana and possibly even PlayStation.

FOX TRYING TO SCORE MADDEN

In what could be tantamount to the biggest heist in modern day history, Fox Sports Interactive are trying to persuade John Madden to lend his name to their football products once his agreement with EA Sports runs out.

Madden isn't all Fox is trying to get out of EA. Sources close to Fox suggest that a lot of money will be offered to some of EA's key producers and programmers to leave EA and head over to Fox.

Several of the leading sports gaming figures in the industry have been approached to work with the start up sports gaming giant. Tommy Tallarico, the Elvis of video games has been approached to do the music and sound effects for some of their sports titles.

Just when you thought that EA didn't have enough problems, now they will have Sony bringing the thunder with authority in the form of their hit PlayStation *NFL GameDay*, *NBA ShootOut*, *MLB Pennant Race* franchises and will be bringing them to PC to compete with EA and Sierra.

LARA CROFT SHOOTS UP BIG SCREEN?

It's still unconfirmed rumors, but sources report that Paramount Studios and Eidos have signed a deal to make a movie starring the gun-toting heroine from the Tomb Raider series. First commercials, then trading cards, now the big screen. What's next for Lara? If the movie deal happens, expect to see Ms. Croft some time next year. And there is no official word as to who will be cast in the starring role of Lara.

RELIGIOUS OVERTONES MUCKING UP THE (XENO)GEARS?

Xenogears, Square's RPG follow-up to *FF7* and the #1 game in Japan right now, may not be brought over for a US release after all. Industry sources are stating that the religious content of the game is "problematic." Gamers unite and pray (doh!) that Square doesn't Tow-Ball the American public once again.

In other news, Square is promoting a new game - *Brave Fencer Musashiden*, their first venture into the Action Role-Playing realm. PlayStation owners may not get *Zelda*, but Square has a tendency to do games right. *BFM* is set for a summer release in Japan, no word yet on a domestic release.

Square also announced that following the expiration of their contract with Sony, they would begin publishing their own games independently (*Tobal 2*, anyone?). However, shortly thereafter, sources report that Sony has attained the rights to *Parasite Eve* and *Chocobo's Mysterious Dungeon* for US release.

AMERICAN GAMERS CAN CUT KATANA FROM CHRISTMAS WISH LISTS

Latest release dates for Sega's new 64-bit saviour, currently called Katana, are Nov. for Japan and next year for the US. We're hearing it will be at E3, but for invited guests only (that's us!). Sega is hard at work, and the final chipset is scheduled to be finished in May.

Hope for the system looks bright. Capcom has signed an exclusive agreement with Sega so that the new system will have arcade perfect conversions. One of the first games rumored to be on the new system is Capcom's *Streetfighter III: Second Impact*.

The probable reason for the system's '99 release? Software support, which Sega is locking up as we speak.

NAMCO NOW

As we go to press, this is the latest on Namco's arcade and PlayStation behemoths for '98: Set as an April 30 American release date, *Tekken 3* will sport a bunch of features which weren't present in the arcade version. Of course, the classic Namco CG intro which will blow you away is being worked on, and it looks as eye-popping as you'd expect. New characters are present, the first of which is Gon, a dinosaur from a popular Japanese comic book (pictured here)



There's also a new mode which we know of, supposedly called "Force Mode," which is like a mini-game. In it, you'll control a character in a 2D side-scrolling beat-em-up like *Final Fight*. It's got four stages complete with bosses at the end of waves of flunkies. And lastly, the Japanese *Tekken 3* is being offered in a package complete with a Dual Shock controller (dual analog and rumble pak in one). If they decide to offer that package over here or not is still up in the air. But it's confirmed the game will be Dual Shock compatible so you can feel every hit jar your senses, literally.

Namco is also releasing two much anticipated arcade titles: *Ehrgreiz* and *Time Crisis 2*. *Ehrgeiz*, their first collaboration with Squaresoft, a 3D fighter in which Cloud and Tifa are playable. Similar to the *Tekken* series, the game promises time-released characters. *Ehrgeiz* is scheduled for a March arcade release, while *Time Crisis 2* is coming in April. This sequel to the smash hit *Time Crisis* allows two players to play simultaneously with separate screens. Expect faster gameplay, more enemies, multiple weapons, and vehicle shooting







TECHNOSOFT GIVES SHOT IN THE ARM TO SONY

Sega stalwart, Technosoft, has jumped ship from the Saturn (again) and is porting their latest *Thunderforce* game to the PlayStation. Titled *Thunderforce V Perfect System*, the game will be Dual Shock compatible, feature new CG, and have a time attack mode where you fight bosses. All of this wasn't in the previous Saturn version. This latest defection makes the PlayStation the system of choice for you shooter fanatics out there. Expect this title to be out as an import (and hopefully in the US) later this year.



ALWAYS THE LAST TO KNOW...

Oh Wondrous One,

This question is directed at Nick Rox. Since you came up with the Game Shark codes for Bio Hazard 2, I trust this would be a simple task. I own a modified PlayStation and I am trying to find an infinite life code for *Street Fighter Zero* [Alpha]. You are my only hope in my quest to defeat Gouki.
Keep this awesome magazine going strong,

Brian
Houston, Texas

Dear Brian,

Nick is dead. Dead, too, is your hope of getting any Game Shark codes for infinite lives, and consequently any chance of finishing Street Fighter Alpha. Right now, Nick is in that great Video Arcade in the sky, quarter crunching with Abe Lincoln and Gary Coleman's career. How does that old saying go: dead men tell no tales? I am freely applying that colloquialism, here.
Actually, I DO know the codes that you need, to help you. I rifled through all of Nick's stuff, after he croaked. Here are two codes for infinite energy:
1 player: 8018720C 0090
2 player: 801874D4 0090

WORDSWORTH HE'S NOT
Dear Posty,

Evil seen and evil done,
Its residence has but begun.
Evil wished and evil dreamt,
Evil is what Chris had meant.
Evil sought and evil heard,
Evil spoke without a word.
Evil leaves these prayers alone.
Evil breeds in Raccoon's home.
Evil walks through streets we pave,
Evil grows in pleasure's shade.
Evil knows not nature's touch,
Evil is the thought of such.
Evil has no need of hate,
Evil is our hero's fate.
Evil in this heart, will fight,
Evil seals these lips tonight.

Tomas
Stony Creek, Ontario

Dear Tomas,

Apparently you, too, have dated my ex.

FROM STONY CREEK, TO TURKEY CREEK

Dear Postmeister,

Hi! How are things in that cave, under Agoura? Well, things topside SUCK!! I tuned into USA Network today at 8:30am and found that *Sailor Moon* wasn't on! Instead, *Facts Of Life* was screaming into my room. I was screaming! *SAILOR MOON* WAS CANCELLED! I'M SO ANGRY! What will I do without my daily dosage of Sailor Mercury? This should not affect the Sailor Moon-O-Meter. It's still a terrific anime. You should make a USA Network-O-Meter, just to put that little arrow at the bottom of the negative side. But, there is one thing that us angry *Sailor Moon* fans can do. I learned of a website called S.O.S-Save Our Sailors. The address is http://looney.physics.SUNYB.edu/~daffy/sos. *Sailor Moon* fans: Let your voices be heard! Visit the website. Write USA Network! Boycott USA! ANYTHING! WE NEED OUR SAILOR SCOUTS BACK!

Graham Smith,
Turkey Creek, KY

Dear Graham,

Yeah, I'm going to go start making up some signs to take down to USA headquarters and picket! I'm going to start campaigning... hey, is that today's paper?
I didn't realize Turkey Creek (or Kentucky, for that matter) was so cosmopolitan. I thought only city slickers watched that cartoon. I'm curious, which Facts Of Life was it? Was it one of the early ones, or one of the episodes when the girls work at the store? Those are the best, because Tootie is fat and Blaire's cousin, Jerry is making it big as a comic. Did you know that George Clooney was on that show? True. Are you familiar with that movie Poison Ivy? It was a NBC MOW (that's Movie of the Week for those of you not hip to the lingo) with M.J. Fox and Nancy McKean (Joe). It was a Meatballs rip-off, but still good. A wily Fox tries to woo McKean, but she resists; she has a boyfriend, back home. You just knew that Fox would get her in the end, though. He's devilishly charming... How 'bout that Joe? That whole biker thing she was going for didn't fool me for a second. Underneath that rough exterior was a sensitive school girl with a heart of gold. Still, there was definitely something naughty about her....
Having touched on MOWs, did you ever see that Tori Spelling one, Mother May I Sleep With Danger? Pretty cool.

SATURN FAN, TO THE LAST

Wzup on the west coast Postmeister,

First, I would like to thank you and the *GameFan* staff for covering my poor Saturn's last hours. Unlike those other #!*@ (*GamePro*, *EGM*- whom I've cancelled my subscriptions to), you still show what little the Saturn has to offer. I'm not even gonna say much about *Next Generation*. *NG* is a cross between my geometry teacher and biology textbook; boring all the way. I also think that you deserve a raise. Now that I have gotten the customary sucking up out of the way, I'd like to add my two cents and ask a few questions.
Sega's Saturn is going to die before its lithium battery. They now can do the Sega CD, 32X thing and flee the scene. Sega can also go out fighting and show their fans and consumers

they will stick with a system, to the end. I hope *Burning Rangers*, *House of the Dead*, and *Panzer Dragoon Azel RPG* are signs of this. Any word on *Shining Force III*, for the U.S.? How 'bout *Grandia*?

Your faithful reader,
Jin Kashumae
Glen Allen, VA

Dear Jin,

I empathize with you. Sega, who converted legions of gamers into Genesis loyalists, have since turned their back on us time after time. While the system's funeral is only just around the corner, some good product is trickling onto the shelves here in the States. And, as long as that product is out there, we'll cover it

Rest easy, young Jin, for SFIII is on its way. I've played it and let me tell you: You won't be disappointed. The news is not so good for the superior Grandia, though. Still no decision has been made to bring it out over here, despite a clamoring from Saturn enthusiasts. There is always hope... however slim and sickly it may be.

Don't hold your breath if you think Sega's going to fight to the end for Saturn. Their gaze has already shifted to the new system (please, for all that is holy, don't call it the Katana. I've seen cooler names on Russian cereal boxes). This is it for Sega, though. If they blow it now, their hardware days are over, so I'm assuming that the Katana will be done right. Apparently the thing is just a beast! Once you see games running on that, you should easily forget the four years that Sega has been less than helpful.

IT'S MOOT, BUT YOU HAVE A REALLY COOL NAME

Dear Master-of-all-things-Post,

I have written many letters to you, usually requesting release dates or [information on] a company's current project. This time, I have written you with a truly serious subject: THE WORKING DESIGNS DEBACLE.

Working Designs had announced that they are mad at Sega, and after *Lunar*'s re-release, they will be deserting Sega. This can not be for the fans best interest. Who will translate quality RPGs for the Saturn? Does anyone care? Don't Sega and Working Designs both realize that they are hurtng the fans? Fans that have been with them though thick and thin? I would like to know your opinion on this.

I would also like to address one ore thing: how awesome you guys are. Several magazines, I see at the newstand (but never buy them), are just getting worse and worse. You have kept this mag a wonderful thing, since its premiere issue. I believe you deserve huge amounts of credits. Perfect pictures, excellent revies, the best nes and rumors, and excellent articles. Please keep doing what you're doing.

A loyal subscriber,
Kevin Haroutioun Ohannessian
Brooklyn, NY

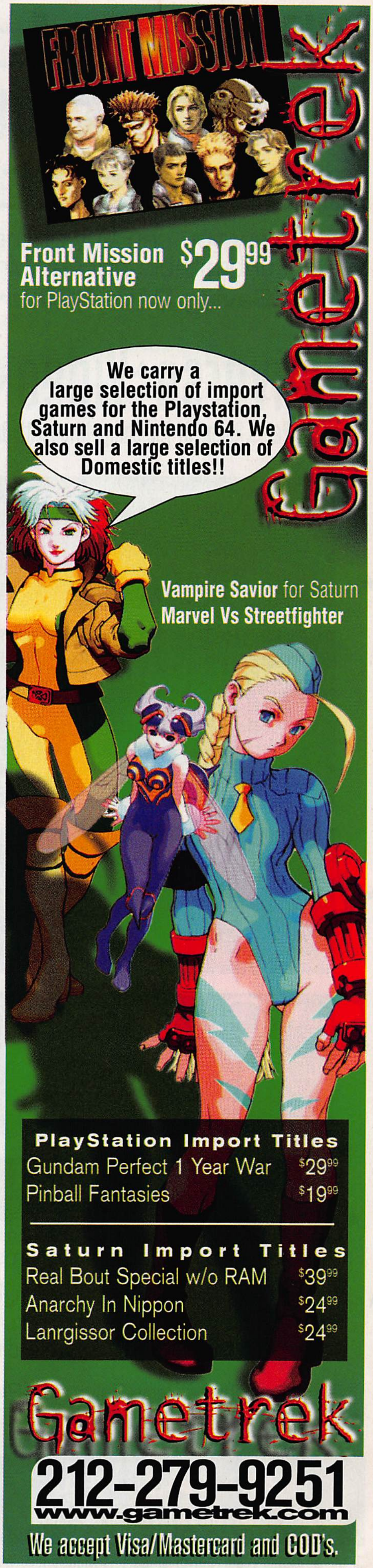
Dear Kevin,

You wrote this letter to us back in July of 1997. So why are we printing it now, almost a year later? One simple reason: I had to get your name in print. How on Earth do you fit that thing on the SATs? Pretty cool...

As far as your general malais concerning, as you put it, THE WORKING DESIGNS DEBACLE: I guess that problem has pretty much worked itself out, now; don'tcha think? Now that Saturn is quietly slipping into the Great Beyond, much like your great aunt Edna, and Working Designs has found a new home, on the PlayStation, fans can be happy.

Have faith, little buckaroo, Posty thinks that, with the coming of Katana, Working Designs will once again warm up to their old buddy, Sega. Hey, if Pamela and Tommy Lee can work out their differences, why can't Sega and Working Designs. Just as long as Sega doesn't get drunk and start beating up on WD, forcing WD to file a restraining order, then all will be well.

You know, I just can't get over your name. Can you fit that on a jersey?



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ADVERTISER'S INDEX

TEKKEN 3





FORCE MODE



BALL MODE



This might be the most anticipated fighter to ever hit Sony's wonder box. *Tekken 2* floored gamers two years ago with its rippin' characters, deep library of moves, and blistering speed. Not as impressive by today's standards (*Bloody Roar*, it ain't), many figure *Tekken 3* will be seen as the Holy Grail of 3D fighters on PS (or any console for that matter).

Tekken 3 contains over twenty characters to choose from. Familiar faces are joined by new combatants (Panda, Gon, etc.), while some old favorites are noticeably absent (old age will do that to ya'). Each fighter has a secret alter ego as in the previous installments, and there are a number of fighters that will be released as you wade through 'the king of fighters'.

One of the best new features is Tekken Force, a mode in which you take one combatant through a linear battle mode, much like *Double Dragon* or *Final Fight*. You are timed and get extra seconds for defeating enemy after enemy. An incredible addition that's ultra-tough and a welcome feature.

Coin-op enthusiasts should be relieved to learn that the PlayStation conversion is near-perfect, sacrificing only the quality of the backgrounds. For those of you that haven't been playing the arcade version, let's just say that the graphics are beautiful and the motion capture, exquisite. Most notable is the new arch-nemesis, Ogre, as big a bad-ass as any to anchor a fighting game of this stature. Looking like a creature out of *Resident Evil*, Ogre attacks with the full library of *T2* moves, so it's best to remember the latter as he attempts to grind you into bone meal.

Will *Tekken 3* make as big of an impact as *Tekken 2*? I don't know if that's possible, but if any game can, this one will. We'll be back with the full-blown review next month! -El Nino

TEKKEN 3 RIPPED APART NEXT ISSUE!!

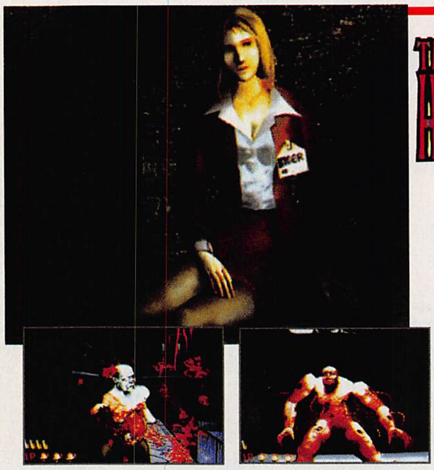


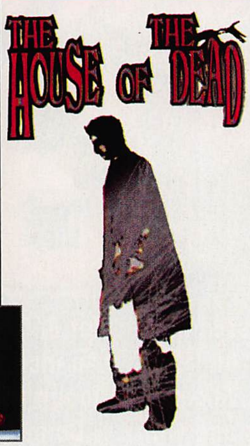




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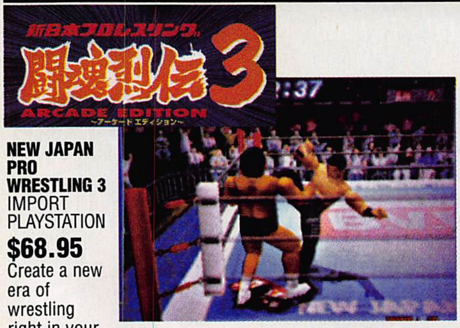
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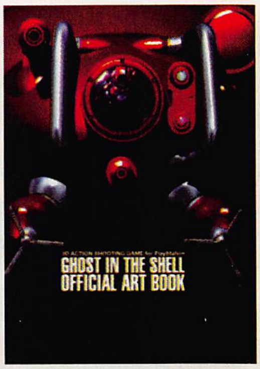
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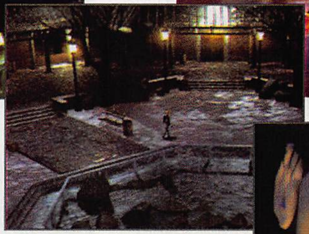


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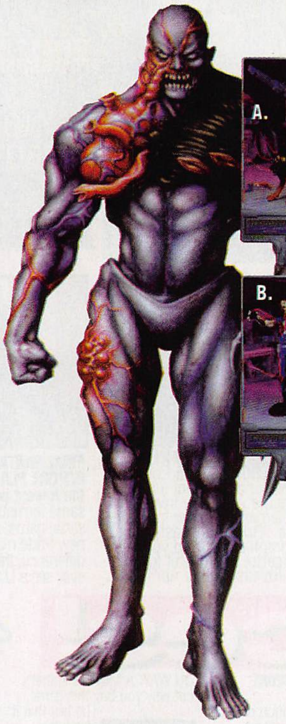




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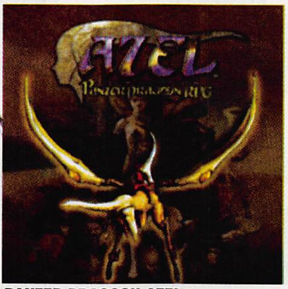
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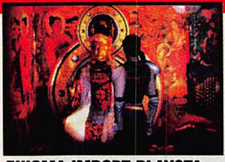
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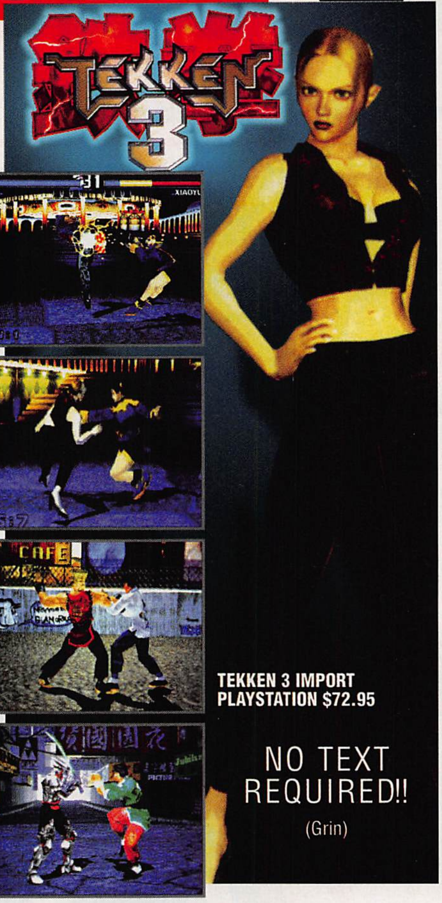
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(Grin)



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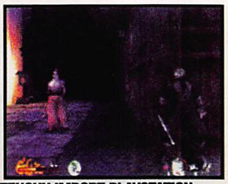
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FINAL FANTASY 5 REPRISE IMPORT PLAYSTATION $Call for the lowest price. Following the same formatting as FF 4 Reprise, same game, same music, but all new trade mark Square CG's. One difference, this game will never ever see a U.S. release!!!!



G-DARIUS IMPORT PLAYSTATION $72.95 I have never really thought that there has been a true pure coin-op power shooter ever released on a home console before. Einhander was the closest, G-Darius may just make the mark.



SAMURAI SHOWDOWN 1-2 FENCING PACK IMPORT PLAYSTATION $68.95 Where is the Saturn version ? ? ? What happened ? ? ? Oh well, here is the PS version, slice away those bloody bones ! * ! * ! * !

New Prices! Software



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The Saturn pumps out another killer title. Every wrestling fan needs this game. Enough said ! Tombstones, pyle drivers, head rips, Jeffrey, Wolf . . .

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The top selling import game of all time ! ! ! This is the perfect 2D fighting game . . . Period ! ! ! ! !

KING OF THE FIGHTERS 97 IMPORT SATURN $62.95
Get it now while you can !



Remember K of 96 ?, For some reason that game became extinct shortly after its release, lets hope they don't follow suit with this gem !!!! Arcade Perfect ! ! !

SAKURA WARS 2 IMPORT SATURN $67.95
Unreal, unreal, unreal. One of my favorite games of all time was SW1.



There is something unexplainable about that game, you just cant stop playing it, check out our special on SW1 this month. SW2 is all rendered, modeled strategy heaven revisited ! ! !

GUN GRIFFON 2 IMPORT SATURN $63.95
Remember Gun Griffon on the U.S. Saturn ? The import



sequel is here ! Enhanced, polished, tight, mech warfare carnage flair!!

SHIROKI MAJO IMPORT SATURN $62.95
Falcom - Kings of mystical good feeling Rpg's and Hudson Soft - Kings of multi-genre game development, bring to us a nice little treat. Similar to Breath of Fire, Grandia, and Alundra, S. Majo has that old Y's, PC Engine feel.



BURNING RANGERS IMPORT SATURN $63.95
Comes with a mini music CD, OH WAIT A MINUTE !, that's not why you buy this game.

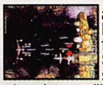


The fact that it absolutely %^&$#@@!$# rules is why ! ! ! Sonic Team rockin the house.

SOLO CRISIS IMPORT SATURN $42.95
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BATTLE GAREGGA IMPORT SATURN $59.95
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another overhead shooter feast ! ! ! Shifting from a space atmosphere into a militant ora. GOOD STUFF !

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DBZ we love you !





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Chaos Seed has that Ctrigger feel with that strange old school Rpg feel. Awesome music and anime throughout !

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Right now, no shooter on the



Saturn can compare to TF5 in the side scroll shooter realm. I mean nothing. Even if you hate shooters, buy it, you will become an instant lover . . .

SILOWHETTE MIRAGE IMPORT SATURN $58.95
Where's the U.S. version ? ? ? Treasures killer action shooter still going strong. If you want mind numbing animated difficult carnage gallore then here is your title. The action NEVER stops !!!!





METAL SLUG 2 IMPORT SATURN $67.95
All the comedy, blood, noise and bullet spray of the original !!!!!!!!! BUT BETTER. MS2 coming this Summer.

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He was right ! This is truly a dying breed ! The "animation" in this game cannot be matched in any other action game to date.



Combine action fighting, straight action, Rpg elements, and one on one fighting and you have Princess Crown.

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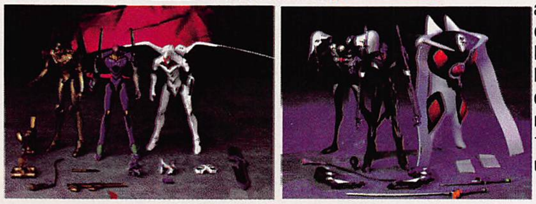
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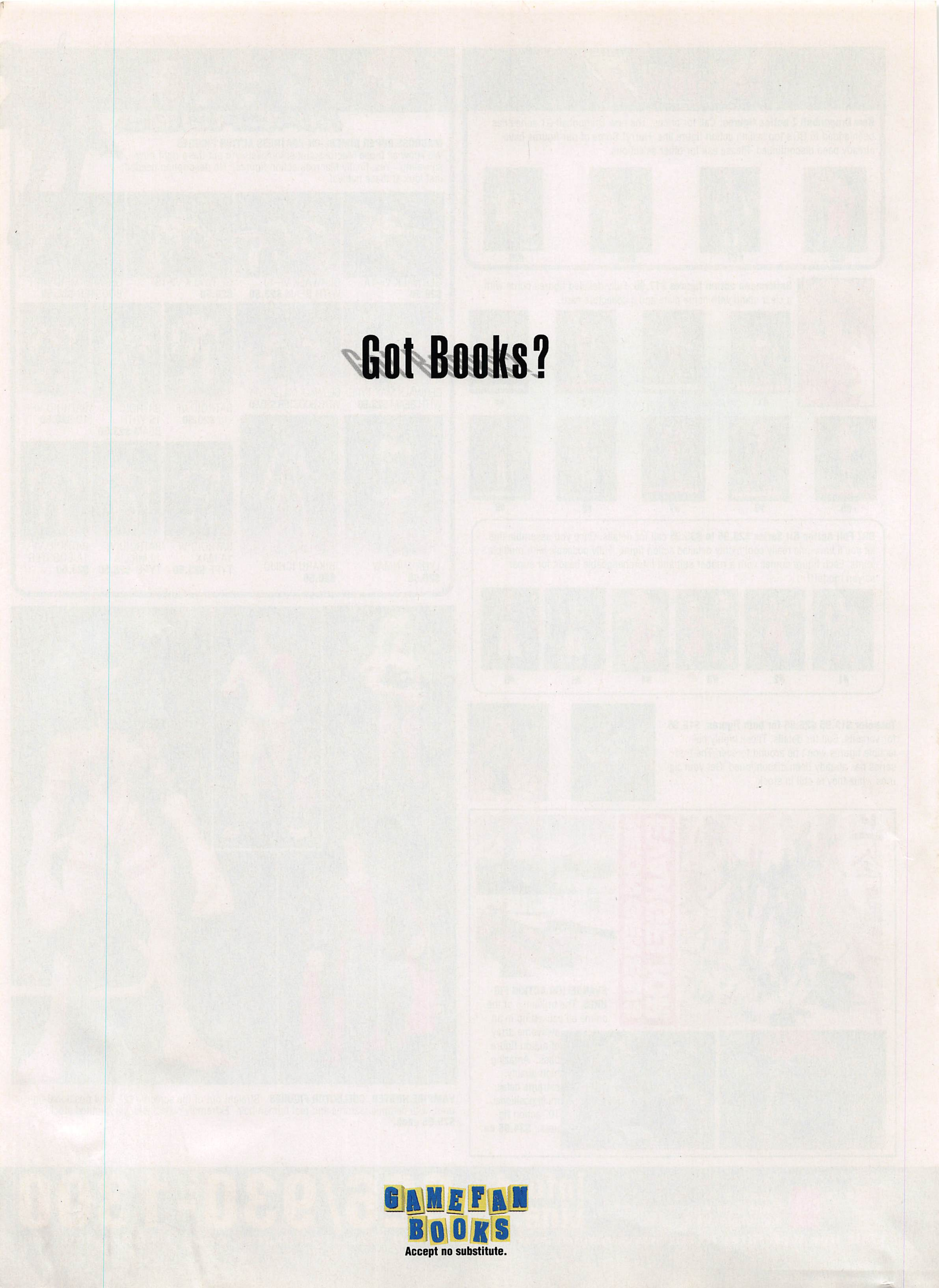
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